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EXPERT GAMER

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X G 7 9

January 2001
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It's cold outside, but "Inside XG" is where we get all warm and fuzzy-like. Go here for our latest musings.

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Here's the deal: You send the questions and we ignore all but the easiest ones. Now, commence sending easy questions.

142 Game Over

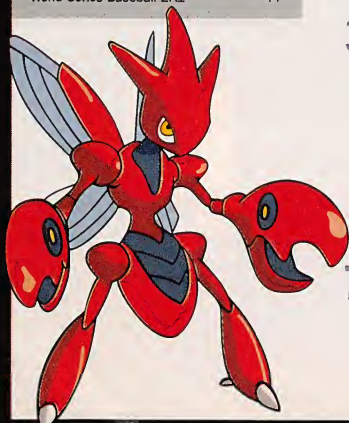
Note to self: Self, do not read this if spoilers aren't your thing. If spoilers are no biggie, then check out the ending of Medal of Honor.

145 Next Month

Get an early peek at the next issue...BWAHAHAHA. No, really, we mean it. *editorial content subject to change*

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No recount necessary here—Gold and Silver is the people's choice.

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EVERYTHING YOU NEED TO KNOW TO BE AN EXPERT GAMER

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The legend will never die...wait, wrong game. In any case, here's part two of our Zelda strategy.

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124 NFL Blitz 2001

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U n33d the 411 4 Q3? Translation: Check out this guide to get better at Quake III.

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International Gamer

HOW TO BE AN IMPORT JUNKIE

24 Gaming News from Abroad

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THOUSANDS OF SECRETS, TRICKS AND CODES FOR ALL PLATFORMS

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Alien Resurrection, Spider-Man (GB), NHL 2001, SSX, Samba de Amigo, World Series Baseball 2K1, Muppet RaceMania, Tony Hawk's Pro Skater 2, NFL Blitz 2001, Driver and more!

Coming Soon

GAMES WORTH LOOKING AT

76 Previews for You

Twisted Metal Black (PS2), Dino Crisis (DC), Evil Dead: Hail to the King (PS), Red Faction (PS2), Resident Evil 2 (DC), Lunar 2: Eternal Blue (PS), 18 Wheeler (DC) and Speed Devils Online (DC).

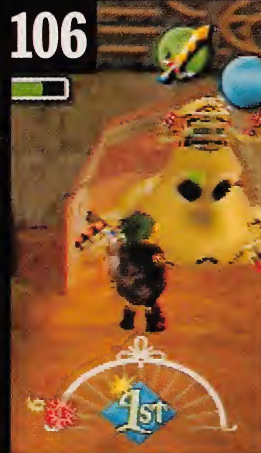
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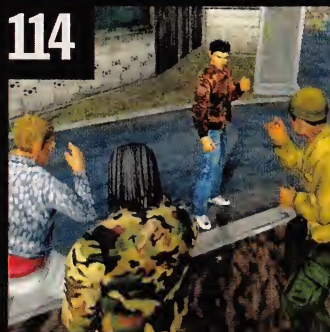
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OPM
August 2000



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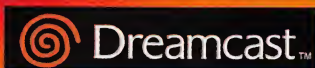
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"FLYIN"
RYAN
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DAVE
"MIRACLE BOY"
MIRRA



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YEAH RIGHT!



With a combined total of 41 X Games and Gravity Games medals, you think you'd have no chance in hell of ever going bigger than this crew. That's where you're wrong and InterAct is going to help you get there. And the payoff is oh, so sweet. When you purchase InterAct, GameShark and Performance brand videogame accessories now through the end of February 2001, InterAct will give you chances to win posters, skateboards, snowboards, BMX and motorcross bikes, big ticket electronics and some killer trips. Those chances will come every day, every week, and every month through February 2001. It's simple. Buy products. Earn points. Win.

What are you waiting for? A personal invite from Dave Mirra?

Check out GoBigWinBig.com for official rules and instructions.

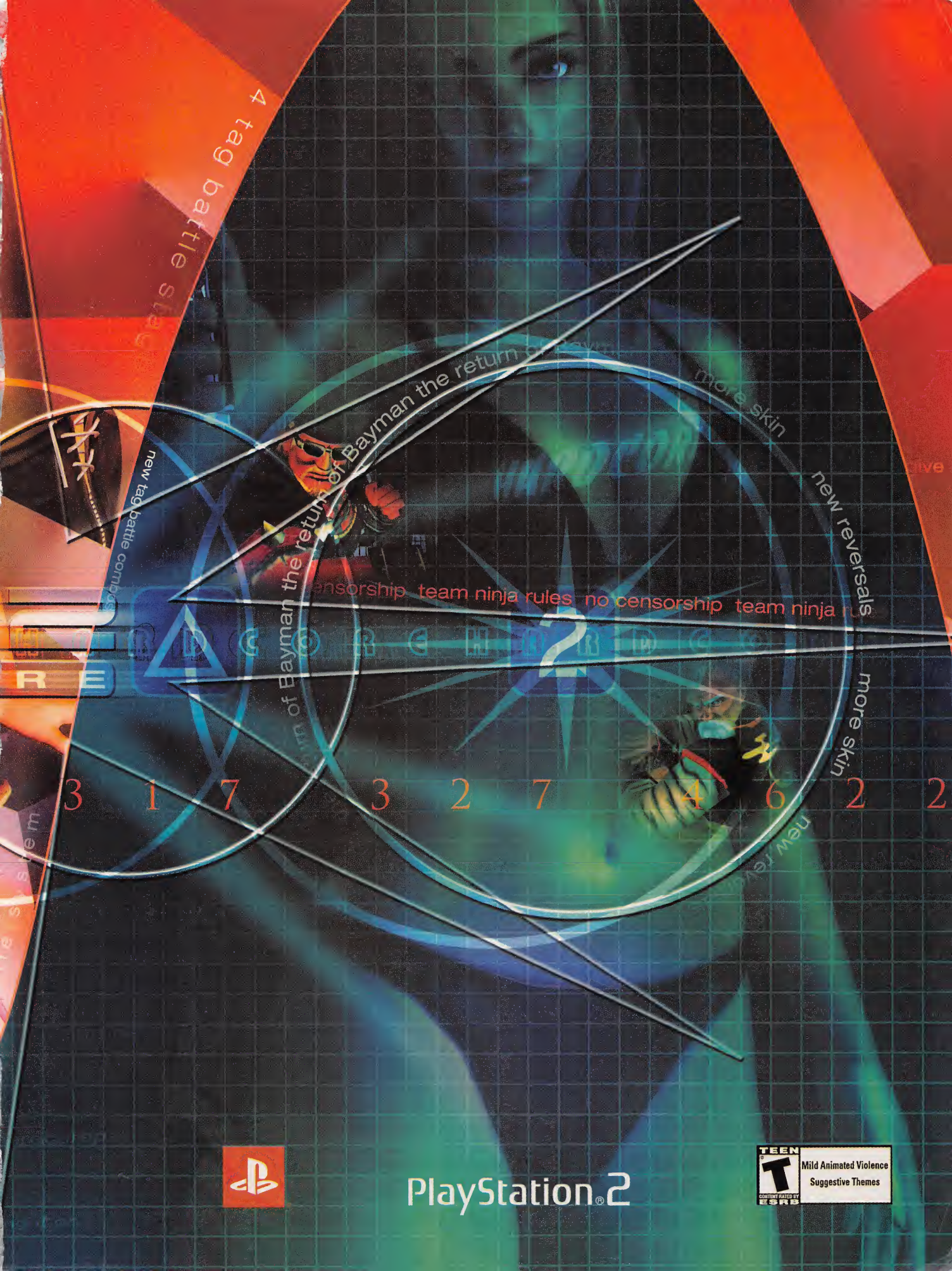


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new tag battle combos

return of Bayman the return of Bayman

more skin

new reversals

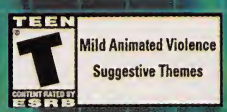
more skin

no censorship team ninja rules no censorship team ninja rules

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PlayStation®2



Inside XG

MEET THE STAFF



Dan Leahy

Editor in Chief

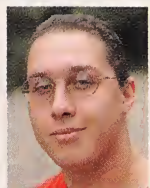
dan_leahy@ziffdavis.com

What Have You Done For Me Lately?

I'm sure someday this will all be made clear. We'll come to realize Sony's genius and business acumen. But for now, at least, gamers are left wondering where the hell the games are. It's sad, but true. Unless you are a huge, and I mean die-hard, fan of EA or Namco, there's not one game which makes the PS2 worthy of its \$300 price tag. Am I questioning those of you who bought it? No. I know many of you bought it with the promise of things to come, like Metal Gear Solid 2. But for now

the PS2 is an overpriced—and somewhat buggy—DVD player. Not to mention the fact that a few of the PS2 launch games *cough GameDay* deserve to be chucked in the air and pumped full of lead. But just think how many movies you can watch until MGS2 comes out. Aren't you glad you pre-ordered?

○ **Current Favorites:** *Still anything 2K1 (DC), Samba de Amigo, DK 64 (N64)*



Andy Baran

Sr. Associate Editor
andy_baran@ziffdavis.com

After camping out for over 12 hours to get a PS2, Andy is decidedly tired. This was made worse by the fact that he had been playing Laser Quest for hours the night before. Still, he didn't let Sting, Tor, Crazy or Tweaker beat him in any of the games he played. It is now time for him to sleep...

○ **Current Favorites:** *Pillow, blanket, sleep, Alligators named Albert.*

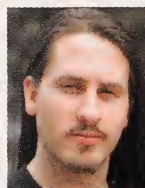


Phil Theobald

Associate Editor
phil_theobald@ziffdavis.com

Phil can't stop laughing at his fellow workers who stood in lines outside of stores for 10-12 hours just to buy a PS2. After he slept in on October 26, Phil strolled down to the local Babbage's, stood in line for 10 minutes and picked up his system. It's called a "pre-purchase," folks. Anybody can get one.

○ **Current Favorites:** *Pokémon Gold and Silver, Mega Man Legends 2*



Kenneth Miller

Associate Editor
kenneth_miller@ziffdavis.com

Now that the harsh Chicago winter has reared its ugly head, Slim has done the unthinkable: He's bought a pair of pants and shoes to replace the cutoffs and sandals that he usually wears. People are lining around his cubicle to gawk at him like an attraction at a sideshow. You ain't in Texas any more, boy.

○ **Current Favorites:** *Commando, 5.1, www.shoryuken.com*

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■ **Team Defenestrated:** After spending too many long hours on deadline, the Team has defenestrated themselves in an effort to end it all. Don't know what defenestrate means? Look it up—you'll thank us.



Audit Bureau of Circulations

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GAMERS' FORUM

Your Chance to Sound Off in XG

Questions, Comments or Gripes?

WRITE:

XG Gamers' Forum
P.O. Box 3338
Oak Brook, IL
60522-3338

or e-mail:
xg@ziffdavis.com
Please note: We reserve the right to edit any correspondence, for space purposes or otherwise. If you don't want your name or address printed, just say so—but please include your phone number and mailing address anyway, for Letter of the Month contest consideration.

Winners!

• Here are the winners of XG #77's Game Over Contest:

1. Kane Crigger
Oak Brook, IL
2. Chris Estrada
Dayton, NV
3. Kyle Flemming
St. Louis, MO

• The answer to XG #77's Game Over Contest is:

Mystic Nija
Starring Goeman

Fantastic Weapon

Dear Expert Gamer,
How do you get the Excalibur sword for Steiner in Final Fantasy IX?

Jim "Zeus" Solomon
Address Withheld

To get Excalibur, a powerful weapon that's endowed with the Climhazzard Ability, simply take the following steps.

1.) Talk to the Old Man on the second floor of Daguerreo—he will ask you to bring him the Magical Fingertip.

2.) To get the Magical Fingertip, return to Treno and buy it from the Auction. The Magical Fingertip will come up for auction after you've sold the following items to the following people in the Bishop's House area of Treno (and rebought them at auction): Doga's Artifact to the Scholar in the Synth Shop; Une's Mirror to the Nobleman; Griffon's Heart to the Adventurer; Rat Tail to the Adventurer.

3.) Go back to the Old Man and give him the Magical Fingertip. In return, he'll give you Excalibur.

Mysterious Port

Dear Expert Gamer,
I've had Gameshark (V 2.0) for PlayStation for a long time now and it works great, but I have always wondered what the port in the back does. I e-mailed Gameshark once, but they never answered me. Can you tell me?

Brian Poole
photography629@yahoo.com

That mysterious parallel port on the back of your GameShark allows you to hook it up to your computer so you can hack your own codes. Contact the good folks at InterAct for information about how to order the proper cable and software. You might also want to visit their website at www.gameshark.com.

PS2 Card Query

Dear Expert Gamer,
Can you use a PlayStation

memory card in the PS2?
Jose Ortiz
jose669@yahoo.com

Yes, you can, but only for old PlayStation games. If you want to save PS2 game data, you're going to need a PS2 memory card.

Here Today, Gone Tomorrow?

Dear Expert Gamer,
Will the original PlayStation be phased out of production now that the PlayStation 2 is out?

Michael Hines
Address Withheld

Don't start worrying too much about the PlayStation. Although Sony and other companies will eventually stop making PlayStations and PlayStation games, that won't happen for quite some time now. Sony just released the PS One system, and plenty of companies still have games in development for the PlayStation. The PS2 is backwards compatible, though, so if you do end up buying one down the road, you'll be able to play all your original PlayStation games on it.

Wanted: PS2

Dear Expert Gamer,
I can't find a PS2 anywhere. Can you help me out?

Name Withheld
Tomsan766@aol.com

Finding a PlayStation 2 can be a little tricky. Your best bet is to head to stores that are most likely stock a lot of systems. Major chains like Sears, Best Buy or Circuit City are more likely to get a large batch of machines than smaller, boutique-style shops. While you can try to get a system from a gaming specialty store, most of these places are still trying to honor reservations that were placed months ago. We imagine that Sony will overcome its distribution problem in no time at all, so don't worry too much.

Letter of the Month



Is Microsoft's new system nothing more than a game-playing mini-PC? Although there's a lot of speculation, you simply cannot ignore the host of games that have been announced for it.

X-Box

Is Microsoft Barking Up The Wrong Tree?

Dear Expert Gamer,

Recently I've been hearing more and more hype about the X-Box—I just don't understand why they expect people to buy this thing. PC-to-console ports have never done very well, so touting the ease of portability between a PC and the X-Box is useless; the Intel architecture is twice as bulky, hot, power-hungry and expensive as hardware used in the PS2 or DC, so that's certainly not a good point. The possibility of game patches using the internal hard drive will probably do more to make X-Box games like PC games in that they'll be released with hundreds of known bugs just to meet a deadline (Unreal, anyone?). Aside from having a year of technological advancement in hardware technology, the X-Box is just about the worst idea I've ever heard of since the Virtual Boy. What are they thinking?

Robert Rosenblat
Peoria, IL

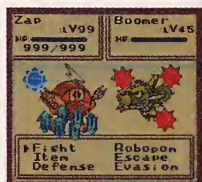
A lot of what people are saying about the X-Box is pure speculation. We have no idea what Microsoft is doing with its system, how they are marketing it, or even who its audience is. The only solid information that we have is its list of licensees, which includes some big hitters like Konami. A lot of games have been announced (not shown, but announced) that make the X-Box seem more like a console system than a PC-based system. When we see a list of titles, like Metal Gear X, Crash Bandicoot X and Silent Hill X, we can't help but think that Microsoft is heading in the right direction. Microsoft knows that in order for the X-Box to succeed against other systems, it is going to have to play things smart. Would additional PC ports hurt the system? Probably not. The real answers are just a few months away.



Robert won an InterAct Controller for the Dreamcast, Nintendo 64 or PlayStation!

ROBOPON™

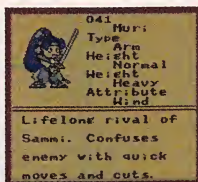
BUILD'EM, COLLECT'EM, TRASH'EM!



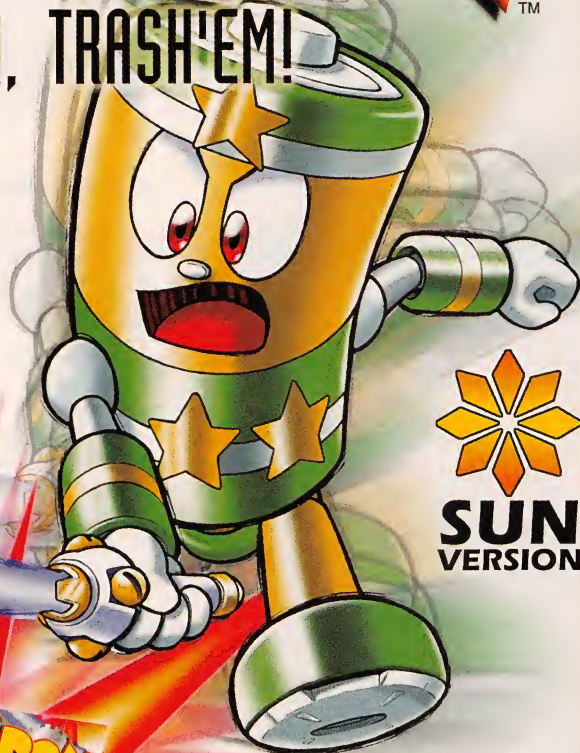
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ATLUS®

U.S. Top 10

THE 10 BEST-SELLING GAMES OF OCTOBER

1. **Pokémon Silver**
(Nintendo/GB)
2. **Pokémon Gold**
(Nintendo/GB)
3. **Tony Hawk's Pro Skater 2**
(Activision/PS)
4. **Legend of Zelda: Majora's Mask**
(Nintendo/N64)
5. **Tony Hawk's Pro Skater**
(Activision/PS)
6. **Madden 2001**
(EA/PS)
7. **Madden 2001**
(EA/PS2)
8. **Gran Turismo 2**
(SCE/PS)
9. **Tekken Tag Tournament**
(Namco/PS2)
10. **Spider-Man**
(Activision/PS)

Japan Top 10

JAPAN'S 10 BEST FROM 10/23 TO 10/29

1. **Hunter x Hunter**
(Konami/PS)
2. **Hokuto no Ken**
(Bandai/PS)
3. **Dragon Quest VII**
(Enix/PS)
4. **Perfect Dark**
(Nintendo/N64)
5. **SSX**
(EA/PS2)
6. **Mario Tennis 64**
(Nintendo/N64)
7. **Koro Koro Kirby**
(Nintendo/GB)
8. **Rockman X Cyber Machine**
(Capcom/GB)
9. **Moto GP**
(Namco/PS2)
10. **World Soccer Jikkyou Winning 11**
(Konami/PS)

Editor's Top 10

WHAT THE XG STAFF IS PLAYING (November)

1. **Pokémon Puzzle League**
(Nintendo/N64)
2. **Capcom vs. SNK**
(Capcom/DC)
3. **NFL2k1**
(Visual Concepts/DC)
4. **Final Fantasy IX**
(Square/PS)
5. **Jet Grind Radio**
(Sega/DC)
6. **Dance Dance Revolution 3rd Mix**
(Konami/PS)
7. **Skies of Arcadia**
(Sega/DC)
8. **NBA2k1**
(Visual Concepts/DC)
9. **SSX**
(EA/PS2)
10. **Shenmue**
(Sega/DC)

SOURCES: NPD TRSTS Video Games Service (U.S. Top 10); Weekly Famitsu Magazine (Japan Top 10)



Although no one has even seen the system yet, the X-Box has a large number of third party developers already signed on.

Banjo-Tooie, When?

Dear Expert Gamer,

Why can't I find Banjo-Tooie? I've checked all the stores and rental places in my area. Do you guys have any ideas?

Gonzo Ortiz

solidsnake_wolf@hotmail.com

Banjo-Tooie is set to be released on November 20, so it'll be out by the time you read this. You should be able to find it at any store that carries N64 titles.

X-Box Uprising!

Dear Expert Gamer,

I've been hearing rumors about Microsoft buying all of Sony's major developers and offering them unlimited resources for developing games. Is there any truth to this?

Excon

Excon18735@aol.com

While everyone hears the rumors that Microsoft is planning on buying all of the gaming companies, nothing has been confirmed. However, we have heard the the development support for the X-box is outstanding. It seems that the companies developing games for the X-box are happy with the help they are getting.

DVD Tricks Wanted

Dear Expert Gamer,

What happened to your DVD section? I thought it was great—why did you guys take it out? I strongly suggest you give it another try.

Dong Jin Kim

iflylikejordano23@yahoo.com

Our DVD Tricks article was a special feature that was not intended to be a monthly thing; we just wanted to let our readers know how to access DVD tricks. However, we are putting any new DVD tricks that we find into the PS2 section of Tricks of the Trade. In fact, this month you can see tricks for *Toy Story*, *Independence Day* and *Boogie Nights* on page 33.

Only You Can Prevent PlayStation Fires...

Dear Expert Gamer,

My PlayStation has sparked on two separate occasions, and now it doesn't work. Can I just fix something with cord or what?

Robert Ledak
coolbro13@hotmail.com

Your system should not be sparking—that's a sign that there's something very seriously wrong with it. Unplug that sucker before it causes a fire! You may want to contact Sony at www.playstation.com and ask them how you can go about getting your system repaired. Folks, whenever you see smoke, fire or sparks coming out of your game system, act sensibly.



Driver(2) Wanted

Dear Expert Gamer,

I have been looking forward to Driver 2, but I haven't seen anything about it in your mag. I thought that you would have by now since its targeted

release date was sometime in November. Thanks for reading my letter.

Tommy Landy
theviper_96@hotmail.com

You're in luck, buddy-boy, our slammin' Driver 2 guide is going to be in our next issue. Look for it on newsstands soon!

Import Pick of the Month

Phantasy Star Online

To be released in Japan on December 21st, this game is one of the most heavily anticipated Dreamcast titles of all time. Players will be able to meet up with each other in a world that combines sci-fi with fantasy. Each player will be able to make themselves a custom character based off of set character classes, like the Hunter or Ranger. Unlike most online RPGs, Phantasy Star Online boasts and intricate storyline where players must find out how an entire colony ship, with millions of people, disappeared.



Player will have to work together in order to take on the many creatures found on the planet. A balanced party is sure to be the key to survival. If you are a fan of the Phantasy Star series, you will find a lot of familiar enemy types.



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Coming Soon

SEGA DREAMCAST

Winter/Spring 2001

- Grandia II (Game Arts)
- Half-Life (Berkely Systems)
- System Shock 2 (Vatical Entertainment)
- Unreal Tournament (Infogrames)
- Phantasy Star Online (Sega)
- 18 Wheeler (Sega)
- Project Justice (Capcom)
- Outtrigger (Sega)

NINTENDO 64

Winter/Spring 2001

- Conker's Bad Fur Day (Rare)
- Mega Man 64 (Capcom)
- Paper Mario (Nintendo)
- Eternal Darkness (Nintendo)

SONY PLAYSTATION

Winter/Spring 2001

- Persona 2 (Atlus)
- Blaster Master Blasting Again (Sunsoft)
- Alone in the Dark 4 (Infogrames)

SONY PLAYSTATION 2

Winter/Spring 2001

- The Bouncer (Square)
- Rayman 2 (Ubi Soft)
- Driving Emotion Type-S (Square)
- Onimusha (Capcom)
- Oni (Rockstar)
- Gran Turismo 2000 (SCE)
- Zone of the Enders (Konami)
- Off Road Thunder (Midway)



Although TurboGrafx-16 games are no longer available, there still are a few places online where you can buy them.

Blast from the Past

Dear Expert Gamer,

I bought my TurboGrafx-16 about a month before they took the system and all its games off the shelf. Even though it has long been extinct, I think it has some good games. Is there a place where I can still purchase TurboGrafx-16 titles.

Name withheld
oguard71@aol.com

XG's very own Phil Theobald picked up his TurboGrafx-16 in much the same manner that you did. He loves that little system and wouldn't part with it for the world. Games for the TG-16 are a bit tricky to come by nowadays, so you should check out online auctions like eBay. There is also an excellent company called Turbo Zone Direct that sells games and even repairs broken systems. Visit their web site at www.tzd.com.

The Obligatory Pokémon Question...

Dear Expert Gamer,

Can you play Pokémon Gold/Silver

on a Game Boy Pocket? I am planning to buy Pokémon Gold, but I don't have a Game Boy Color.

Danilo Ketchum
pokemew1@hotmail.com

While Pokémon Gold and Silver look very colorful on the Game Boy Color, they can be played on any Game Boy system. It's true that a lot of recent Game Boy games only work on the GBC, but Nintendo was nice enough to make the new Pokémon games compatible with the older systems. You can even play the games on your TV if you have the Super Game Boy for the SNES. You can't, however, play Gold and Silver on your N64 by using Pokémon Stadium and the Transfer Pak. You'll have to wait until the sequel to Pokémon Stadium comes out before you can do that. By the way, your last name isn't really "Ketchum," is it?



Pokémon Gold and Silver look sweet on the Game Boy Color, but Nintendo didn't exclude gamers who don't have the newer system.

Chrono Connundrum

Dear Expert Gamer,

You guys ROCK! Your magazine is the coolest one in the business. Anyway, I recently purchased

Chrono Cross and I'd like to know if it is possible to get Glenn in your party without having to not save Kid in Termina.

Kyle Luitjen
Address Withheld

Well, sorry, but the answer is no. On your first time through the game, you have to choose to not save Kid to initiate the quest that leads to acquiring Glenn.

If you want to play a New Game+ after you've played through the first game, however, you can save Kid and recruit Glenn. To do this, after you have acquired the Chrono Cross key item on a New Game+ game, go to the spot in Hydra Marsh where you came out of the Temporal Vortex. You will find a portal on the ground similar to the one at Opassa Beach. If you use the Chrono Cross on the portal, you will be transported back to Sprigg's home. Use the Chrono Cross again and you'll acquire all the characters you had at the end of your first time through the game!

Block That Kick

Dear Expert Gamer,

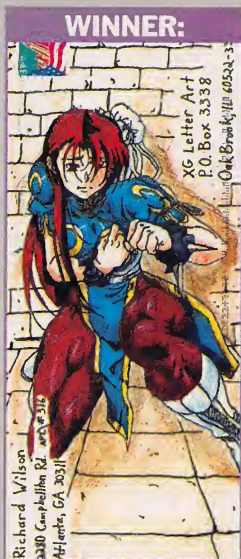
I've been playing all kinds of NFL2K1 lately, and I'm wondering if there's any way to block extra points. Every time I try it seems to call an offsides penalty. What's up?

Hossman
Phryz@hotmail.com

Try calling a run defense. As soon as you see your opponents power meter start moving up, tap YBYBY-BYBYB as fast as you can. You'll be amazed to see your lineman break through and stuff the kick. Works 60-percent of the time.

Letter Art

Where Creativity, Your Favorite Video Game and a Stamp Can Make You Immortal*



Put your creative skills to the test by decking out a plain #10 envelope with your own unique touch. Send your letter art submission to: XG Letter Art, P.O. Box 3338, Oak Brook, IL 60522-3338. (Entries submitted on anything other than a #10 envelope will be disqualified.) Letter Art can be submitted by e-mail (xg@ziffdavis.com), but must fit the #10 envelope size. All entries become the property of ZD Inc. and will not be returned.

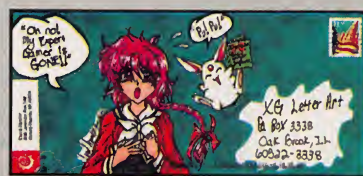
Richard Wilson wins an Agatec Specialized Control Pad for the Sony PlayStation. Way to go, Richard!



Enrique Sanchez
San Bernardino, CA



Leonard Griffin, Jr.
Duncanville, TX



Carol Zander
Grand Rapids, MI



Chris Durbin
Arlington, TX

* Or at least get you in the magazine and win a controller from Agatec (FIRST PRIZE ONLY!)

IT'S NOT JUST ABOUT RACING ANYMORE!

"The battle mode in Rush 2049 has to be the best four player combat game available on the Dreamcast." - IGNDC.com, 9/00

"The whole damned thing rocks" - EGM, 12/00

"One of the truly great games just got even better. ★★★★★"
- Next Generation, 11/00



BATTLE



STUNT



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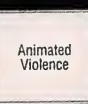


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The terrorist group DREAD has stolen a deadly biological weapon and is planning to lay waste to the planet. But there's one major obstacle: super Agent Max Steel. Infused with nano-technology and armed with an arsenal of weapons, he's got superhuman strength, blazing speed and the power to go stealth. In other words, he's the one to call when the other agents don't want to get their tuxedos dirty.



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www.maxsteel.tv

WHAT TO EXPECT

We're pleased to announce that the International Gamer section is going to be a permanent part of XG. We hope that you'll soon view this part of the magazine and the place to go for insight into the overall gaming world.

Each month we'll give you the scoop on topics such as which import titles you should try, anime videos, game music, upcoming promotions and giveaways and other news. We'll show you how and where to import games, and although we might not know the tastes of every reader, we'll do our best to steer you toward the good stuff.

This month we have a flood of cool PS2 titles that you should be on the look out for. Since there aren't too many games for the PS2 in the States, we suggest you take advantage of the overseas market. We also have a look at some of the big names behind the anime industry.

This is the direction that we're trying to take our International section. We're going to continue this every month. You've asked for it, and now you've got it.

We Actually Listen to Our Readers Feedback!

Thanks to the mass volume of reader mail telling us to keep the international section—it's now here to stay. Please tell us what else you'd like to see. Do you want more anime? Do you want more info on all import titles, or just those that are anime-based. If you feel what we're doing isn't up to snuff, sound out and tell us why! Write us at:

XG@ziffdavis.com

International GAMER

how to be an IMPORT JUNKIE

The Japanese Gaming Market

Below is a brief description of some of the more popular Japanese genres of games that don't seem to ever come out in America. Hopefully, this will give you a better idea of what the international scene is like.

Music Games

Right now, music games are the big thing in Japan. Most of these games originate in the arcades and use special "instruments" as controllers (guitars, dance floors, drum sets, etc.). When a music game ports to a console, there's usually an accompanying peripheral to help recreate the arcade experience at home.

Dating Sim

Although its popularity is waning, the dating genre is still pretty strong in the Japanese gaming market. The typical dating sim has you assuming the role of a student who's trying to balance studies with an active social life. Perhaps there just aren't enough gamers who can identify with the whole dating thing...sigh.

Horse Racing

The gameplay of a horse racing game is similar to what you might see in an American sports title like Madden 2001, where you can micro-manage every aspect of your team. You can buy and sell studs and mares, breed until you get the perfect specimen and race to your heart's content.

Professional Simulations

Professional sims let you try out various jobs from being a train conductor to managing a baseball team. Playing these types of games is a great way to get a feel for a job without actually bothering with that whole job market thing.

Pachinko and Mahjong

These Japanese gambling games are pretty popular. Pachinko is sort of like a pinball game, except you must try to get the balls into certain holes and there are no flippers. Mahjong is very much along the lines as othello or chess.



Players line up early in the morning to get their hands on the latest dating sim.

Arcades

■ A Different World

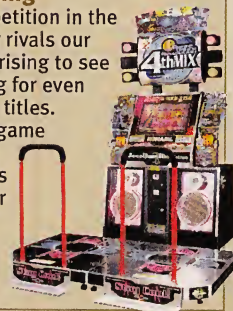
Unlike what we see here in the States, the Japanese arcade experience isn't just limited to teenage boys. Gaming is much more socially acceptable in Japan. As a matter of fact, you can see professionals in suits and ties playing games on their breaks, and there are just as many women who play games as there are men.

■ Get the Beat

Currently, almost every arcade is filled to capacity with music games. It's no surprise that that this is the number one genre right now—music games attract a wide variety of players who approach them with an almost obsessive attitude. It's not an unusual sight to see someone set a music game to its highest difficulty and play through flawlessly.

■ Serious Gaming

The level of competition in the arcades seriously rivals our own. It's not surprising to see long lines forming for even the most obscure titles. Japanese arcade game players practice rigorously, and it's not uncommon for them to come to the arcade on a daily basis.



PS2 Import Mod?

You've Got to Shop Around...

Since there are so few games for the PS2 right now, you may feel a strong desire to import a few Japanese titles. Of course, to play imports, you'll need to modify your system. Although you can rush out and buy a mod chip right now, it might be a better idea to wait a few months until the various companies can perfect the PS2 modding process—you'll be a lot happier with your system in the long run if you do. If you insist on getting a mod chip right now, however, make sure the one you buy allows you to play all-region coded movies and import PS1 and PS2 games.



Gekisha Boy 2

Take Pictures in a Surreal World

Gekisha Boy 2, as the name implies, is its PS2 sequel to game that originally appeared on the PC Engine. The name roughly translates to "Action Photo Boy 2," which should clue you in to what the gameplay is all about. This is basically a picture-taking game; kind of a "Pokémon Snap" with a perverse sense of humor. The Japanese humor definitely translates, so we suggest you check it out. Gekisha Boy 2 is due to come out in early 2001.



Photograph the weirdest stuff you'll ever see in a game!



Klonoa 2

3-D Action on the PS2

Set to hit the PS2 in March (Japan), Namco's latest side-scrolling adventure game is absolutely beautiful. The designers used a technique called cel-shading to give the graphics a decisively cartoony feel (you may recognize this style as the same that was used in Sega's Jet Grind Radio). If the final version of the game is anything like what we saw on display at the Tokyo Game Show, you can expect a gameplay along the lines of Crystal Dynamic's Pandemonium. We don't know when or if this game will be released in the US, so you might have to wait a long time to play this game if you don't import.



Klonoa 2 will have a side-scroller feel.



The cel-shading makes it look like a cartoon.

New Mobile Suit Gundam Game for PS2!

Mobile Suit Gundam

The latest Gundam game, which is based off of the original Gundam series that started more than 20 years before the current Gundam Wing chapter, looks to be a real winner. Not only does this game look beautiful, it faithfully sticks to the original Gundam story. Long-time fans should easily recognize the game's main character, Amuro, as one of the first "New Type" Gundam pilots. This 3-D action game should have a load of cinematics and scenes that are taken directly from the show (hopefully inspiring a new generation of fans). Mobile Suit Gundam should be available in Japan by the time you read this—let's hope that Bandai brings it here soon!



The classic mobile suits of the series have never looked better.



Bandai's WonderSwan Color & Final Fantasy

New System Soon to Be Released

Bandai is prepped to release a backwards compatible color version of its popular handheld system with a special Final Fantasy package.

Final Fantasy Overhaul

The original Final Fantasy that first appeared on the NES has been retooled for the WonderSwan Color. While the gameplay is untouched, the graphics have undergone an overhaul that improves the visuals to Super NES quality.

Games We Can't Wait For

In addition to Final Fantasy, you can expect to see Final Fantasy II, Final Fantasy III and three original Gundam titles.



Some lucky players get an early peek at the Tokyo Game Show.



The WonderSwan Final Fantasy includes improved graphics.



GAMING GOODIES

Each month XG will bring you a fresh batch of items that will drive you into an import-buying frenzy. We'll help you figure out the approximate cost (if you import from a reputable outfit) and give advice on where to get the hard-to-find stuff.

Pocket Station

This little device caught a lot of attention a few years ago, but despite all of the hype, it never made to America. The Pocket Station looks like a Tamagotchi and plugs into the memory card slot of the PlayStation. Many games can utilize the Pocket Station, with Final Fantasy VIII being the most famous. You can even use it on the US Final Fantasy VIII to obtain items that aren't normally found in the game! Expect to pay about \$40.

DDR Deluxe Dance Pad

This almost essential item should be high on your importing agenda. While you can play the game with the controller or the standard floor pad, this padded controller more closely resembles the arcade interface and is much more responsive. Anything in the \$130 range is fairly reasonable.

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Boston

Anime Names You Should Know

There are many artists and studio groups producing anime. If you are getting interested in anime, you may have heard their names from time to time. Listed below are the creators of series or OVAs (Original Video Animation) who you are most likely to see in America.

Just a Few

These are just our personal picks. Some other people/studios you should know will be coming up in future issues.

• Clamp

X, Card Captor Sakura, Magic Knights Rayearth.

• Sunrise

Cowboy Bebop, Escaflowne, all Gundam series.

• Yuu Watase

Fushigi Yuugi, Ayashi No Ceres.



Akira Toriyama - artist

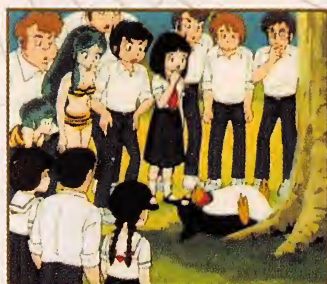
Work You Might Know

Dragon Ball z, Dragon Quest

Specialty: Toriyama is best known for the popular Dragon Ball series, which started 14 years ago. His character styles are easily identifiable by their enormous hair and the obscenely large boots they wear. He also wrote the comical Dr.

Slump manga.

Toriyama has been the character designer for several video games, such as the Dragon Quest series (Dragon Warrior in the states) and Chrono Trigger. A part of Dragon Quest's popularity can be attributed to his character designs.



Rumiko Takahashi - artist/writer

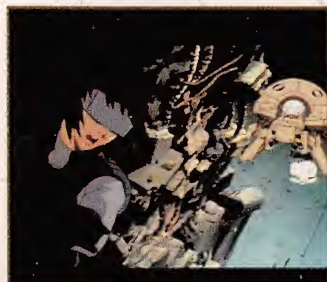
Work You Might Know

Ranma 1/2, Urusei Yatsura, Maison Ikkoku

Specialty: Most of her works take place in contemporary Japan. They're comedies about ordinary people who find themselves in extraordinary situations. Some of her works also touch on the darker

side, such as Inu Yasha, Takashi's latest magna, which takes place in ancient Japan. The Inu Yasha anime is currently playing on TV in Japan.

While some series like Urusei Yatsura seem new, Takahashi created them years ago. Urusei Yatsura's manga is 21 years old!



Masamune Shirow - artist/writer

Work You Might Know

Appleseed, Ghost in the Shell, Dominion, M-66 Black Magic

Specialty: Masamune Shirow is primarily an artist and has books like Intron Depot that are loaded with his artwork. Shirow's work focuses on distopian futures where mankind has mastered technology.

A prevalent theme is the potential loss of humanity as the level of technology increases. His art style is extraordinarily realistic, with an insane amount of background detail. The intricacies of the manga has been translated faithfully to the OAVs that he has worked on.



Studio Ghibli - studio

Work You Might Know

My Neighbor Totoro, Princess Mononoke, Kiki's Delivery Service

Specialty: Studio Ghibli is often called Japan's Disney. They release high-quality feature-length movies that have deep underlying meanings. However, they do not always

cater to kids like Disney does. Hayao Miyazaki is the backbone behind Ghibli and has played a large role in almost every movie they have produced.

Princess Mononoke, a Studio Ghibli production, was a phenomenon in Japan that continues to break box office records.



Gainax - studio

Work You Might Know

Neon Genesis Evangelion, Wings of Honneamise

Specialty: Gainax does a little bit of everything. They are best known for Neon Genesis Evangelion, the complicated, post-apocalyptic mecha anime. Wings of Honneamise is artsy and might

bore people with short attention spans. Their most recent shows, Kareshi Kanojo No Jijou (His and Her Circumstances) and Furi Kuri (FLCL), take place in contemporary Japan and deal with people's relationships. You can count on Gainax shows to be high quality.

Final Fantasy IX Soundtrack

The gameplay in Final Fantasy IX is an homage to Final Fantasy games of old and the soundtrack is no exception. Long-time fans will quickly notice several tracks that are remixes of songs from the earlier games in the series.

On the whole, the music in the game is fresh and original, though still distinctly in Nobuo Uematsu's style. There are some amazing, sweeping orchestral tracks as well as the simpler, light-hearted songs that are commonplace in the series. There are currently two versions of the soundtrack available, the original version and a limited edition. The LE contains some extra art cards as well as the sheet music for the game's theme, Melodies of Life.



Even though this is four-disc soundtrack, it still doesn't contain every piece of music from the game. Some of the smaller tracks, especially those played only once during FMV sequences, are missing. A supplemental disc containing the missing tracks will be released in Japan in December 2000. For those of you who aren't interested in shelling out the cash for the full import soundtrack, be aware that Tokyopop has released a one-disc FF9 soundtrack that contains tracks selected by Nobuo Uematsu himself.

Regardless of which version you pick, the FF9 soundtrack is an excellent choice. It contains some of Uematsu's best work and is a must-have for any hardcore Final Fantasy fan.



Useful URLs

www.gamemusic.com
www.tokyopop.com

Cel Art

Owning Animation History

If you don't already know, cartoons are animated by filming a series of slightly different pictures called "cels." When filmed and played rapidly, the image appears to move. This is a most rudimentary look at how animated films are made, but you get the idea...

By now you're wondering what happens to the cels after the production companies are done with them. In many cases these are sold through retail stores or auctioned off to the highest bidder. Your best avenue for finding cel art is to check out online sites like www.anime-cel.com or usagishouse.com. These are just a couple of the sites that you can find out there.

Cel Terminology

Production Cel: This cel was actually used to make a show. It is a one-of-a-kind piece of art. It will often come with a pencil sketch sheet that shows how the cel is to be colored. Be warned: some of these cels don't come cheap. While you can find bargains on the more recent shows, some of the classics (like *Macross*) will cost you an arm and a leg.

Seri-Cel: These are limited-edition pieces or reproductions. These are specially made to be sold, and generally have a lesser value. You can find cheapie anime seri-cels at movie specialty stores like Suncoast.

Background: These pieces are the backdrops to the cels. They are normally very rare and very expensive.



This cel from "Slayers" has a pencil sketch behind it.



This is the end product as it was seen in the show.

Anime Picks of the Month

Gundam Wing



Distributor: Bandai
Format: VHS/DVD
Genre: Mecha Action

The Gundam Wing series, the first of the Gundam craze to strike America, continues with the release of the latest batch of episodes.

The Gundam Wing series pits the mysterious pilots of the Gundam mobile suits against a military force that is occupying Earth in a guerrilla war. The lines between good and evil are blurred as the war progresses to its bloody conclusion.

If you want to collect the series, bear in mind that there are 10 DVDs plus GW: Endless Waltz! Needless to say, it's a hefty investment.

Slayers



Distributor: Software Sculptors
Format: VHS/DVD
Genre: Comedy Fantasy

This show is about Lina Inverse, a self-proclaimed sorceress extraordinaire, her companions and their adventures. While the scope of the series is too vast to describe here in detail, the entire series is deadly serious one second and loaded with laughs the next.

This is the beginning of three series, which is followed up with Next and Try. There are also six OAVs and four movies, which take place before the TV series.

Rurouni Kenshin TV Series



Distributor: Media Blasters
Format: VHS/DVD
Genre: Historical Fantasy

Himura Kenshin used to be an assassin for the government, but with the dawning of the Meiji era, he has resolved to only use his sword to protect others. His past, however, keeps catching up to him and he is forced to fight many old foes from his past as well as new faces.

Rurouni Kenshin has amazing sword fights as well as the occasional light-hearted episode thrown in. This is a LONG series—95 TV episodes, an OVA, and a movie. The OVA is available from AD Vision.

(Vision of) Escalonne



Distributor: ?
Format: VHS/DVD
Genre: Fantasy

Hitomi is a regular schoolgirl who finds herself mysteriously transported to another world. On this strange planet, wars are fought with mecha called Guymeles. Hitomi's ability to predict the future with tarot cards places her in the middle of this mess.

This fantasy show has something for everyone: mecha, romance, action and more. The characters are extremely well-written and the show is filled with twists.

Beware of the edited-for-TV VHS version!

Censorship: USA versions modified!



Here, but Not Intact

It was only a matter of time before American television networks started putting anime on TV. Of course, many things that are OK for Japanese audiences are cut out of our shows. Politically incorrect items like nudity, guns and violence are often cut. Here are some examples of what you're missing.

Dragon Ball Uncut

There has been a lot of criticism leveled at Dragon Ball (Z) ever since it started to air. Why? Because most of the violence was cut out, and whenever

someone (Gohan is the big culprit) is nude, a digital rock was placed to obscure things. If you want to get a good idea of what is missing check out www.goes.com/~dbzinfo/missing.html.

Card Captors or Card Captor Sakura?

When this show was released in the States, it was aimed toward a male market, while in Japan its focus was girls. How did they make the change? They re-edited the entire show to make a protagonist out of one of the male characters. Try to see the import to see the numerous changes.

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Wants an
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A man with glasses and a striped sweater stands in a living room, leaning against a bookshelf and smiling. The room is decorated for Christmas with stockings hanging from the fireplace mantel, a wreath on the wall, and a fire in the fireplace. A dog is lying on a rug in the foreground. The scene is warmly lit by the fire and candles.

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TRICKS OF THE TRADE

New Tricks!

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Score Big with GameShark from InterAct and XG!

If your trick is selected as the Trick of the Month, you'll win a free GameShark courtesy of InterAct. If you're given credit for submitting a great trick in this section, you'll win a free game!

For more details and rules on the contest, read the text below. Email your tricks and cheats to:

tricks@ziffdavis.com

On all emails, be sure to include your name, address, city, state and zip code. For those who prefer to go through the postal service, send your tricks to:

Tricks of the Trade
 P.O. Box 3338
 Oak Brook, IL
 60522-3338



PlayStation 2

Dynasty Warriors 2

Enter these codes at the title screen. You will hear cheering if the code was entered correctly.

All Hidden Characters Revealed: Square, R1, Square, R2, Square, R2, Square, R1. 19 hidden characters will be unlocked in Free Mode. You will have less characters unlocked in Musou Mode. This will also give you the ability to choose your side in Free Mode.

Edit Opening Cinema: R2, R2, R2, L2, L2, L2, R1, L1. "Opening Edit" will appear in the options. This new mode will allow you to edit the opening cinema scene with the characters of your choice.

Midnight Club

Unlock Smuggler's Run Buggy:

If you happen to have the game, "Smuggler's Run," you can open up a hidden vehicle in Midnight Club! Just save a game from Smuggler's Run on a memory card. Now, with this saved game in your system, go to the vehicle selection screen in Midnight Club. Keep scrolling through

the cars and you will eventually see the Baja Buggy as a selectable vehicle!

NHL 2001

From the main menu, access "Game Settings." On this menu, access "Rosters." From this screen, choose "Create Player." Next, enter the first and last names of the players as shown below for various results. When it asks if you would like to create a player like him, answer "Yes." You can change this player's name but don't change any attributes before you save him.

Superstar Defense: Put in Sandis for the first name and Ozolinsh for the last name, or Chris for the first name and Pronger for the last name.

Superstar Forward: Put in Peter for the first name and Forsberg for the last name, or Jaromir for the first name and Jagr for the last name.

Superstar Goalie: Put in Patrick for the first name and Roy for the last name, or Dominik for the first name and Hasek for the last name.

Ready 2 Rumble Boxing: Round 2

Christmas Arena and Costume: Start up your system without the disc inside, then access the "System Configuration" option. Choose "Clock Adjustment" and set the date to 12/25/2000. After adjusting the date, insert the game and begin. Choose Arcade mode and highlight "Selene Strike" on the boxer selection screen. The words, "Holiday Outfit" will appear underneath her name.

Ridge Racer 5

Opening Cinema Effects: During the opening cinema, you can give three different effects to the graphics. Pressing R1 once will give you black and white graphics, pressing R1 again will give you yellowish graphics and pressing R1 a third time will give you blurred graphics. Use L1 to cycle the effects the opposite way.

Controller Sensitivity Display: In the middle of a race, press and hold the SELECT button until you see a graphic display. This display will show how hard you are turning

Trick of the Month

SSX

PS2 PlayStation 2



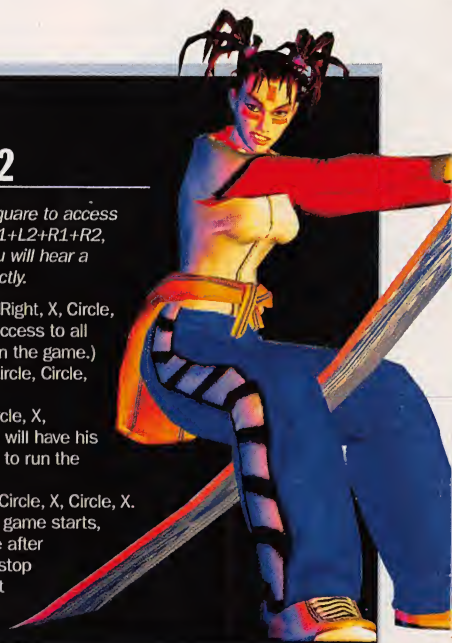
On the rider select screen, press Square to access the options. Next, press and hold L1+L2+R1+R2, then one of the following codes. You will hear a sound if the trick was entered correctly.

Unlock Everything: Down, Left, Up, Right, X, Circle, Triangle, Square. This will give you access to all riders, outfits, boards and courses in the game.)

All Attribute Points: Circle, Circle, Circle, Circle, Circle, X, Triangle, Square.

Crazy Runners: Square, Triangle, Circle, X, Square, Triangle, Circle, X. Your rider will have his board on his back and you will have to run the course on foot in order to win.

Unlimited Hints: Circle, X, Circle, X, Circle, X, Circle, X. On the "Loading" screen before the game starts, you will see all the hints appear one after another. Unfortunately, this doesn't stop and you will have to press the Reset button on your PS2 to get out of it.





Welcome to the debut of tricks for the PlayStation 2! Here you will find all kind of codes, from changing opening cinemas to new characters and vehicles. Check back every month to find the newest and greatest tricks!



your car, pressing the gas and pressing the brake. If you want to get rid of the display, just press the SELECT button.

Smuggler's Run

In the middle of the game, press START to pause. Now you may enter any of the button sequences below. You will hear a beep when these are entered correctly. Once you complete a mission or return to the menu, the trick(s) will no longer be active until you enter them again.

Speed Increase: R1, L1, L2, R2, Right, Right, Right. You can do this code up to three times to get even faster speeds.

Speed Decrease: R2, L2, L1, R1, Left, Left, Left. You can do this code up to three times to get even slower speeds.

Half Gravity: L1, R1, R1, L2, R2, R2. Your car will float after going over any jump.

Zero Gravity Traffic: R1, R2, R1, R2, Up, Up, Up. Bump into any "traffic vehicle" on the ground and it will float away into the distance.

Invisible Off-Road Vehicles: R1, L1, L1, R2, L1, L1, L2. (Strangely enough, the cops will still know where you are.)

Summoner

Comedy Role Playing FMV: On the main menu screen, move down and access the "Credits" option. While the credits are scrolling, press X. You'll see a hilarious outtake of the characters from Summoner engaging in a role playing game.

Swing Away Golf

Unlock All Golfers: On the main menu screen (with Story Mode, Normal Mode, Create Course and Options), press L2, R2, L2, R2, Up, Right, Down, Left, L1, R1. You will hear a sound if the code was entered correctly. Now go into either Story Mode or Normal Mode. Three more golfers (Sam, Meg and Steven) will now be available.

Tekken Tag Tournament

Begin with Tag Partner: If you want to start your match with your second player, just hold the Tag button on the loading screen

until the match begins.

New Armor King Costume: Beat Arcade mode with Armor King, then at the character select screen, highlight Armor King and press START.

Tekken Bowl: Use Ogre to unlock True Ogre. (While bowling, you can see Dr. Boskonovitch jumping in the background. Aim to the left where he is, and if you get it just right, you will be able to K.O. him with the bowling ball!)

Jukebox: Get a score of 200 or more in Tekken Bowl. The jukebox will allow you to choose the background music that plays as you bowl.

X Squad

On the main menu screen, enter these codes to start your game with more weapons, ammo and items. You will hear a gunshot if the codes were entered correctly.

Michael's 9mmS+99 Ammo: Square, Circle, Triangle.

Michaels 9mmS+99 Ammo. Taylor M82+99 Ammo and No Limit on Weight: Triangle, Circle, Square.

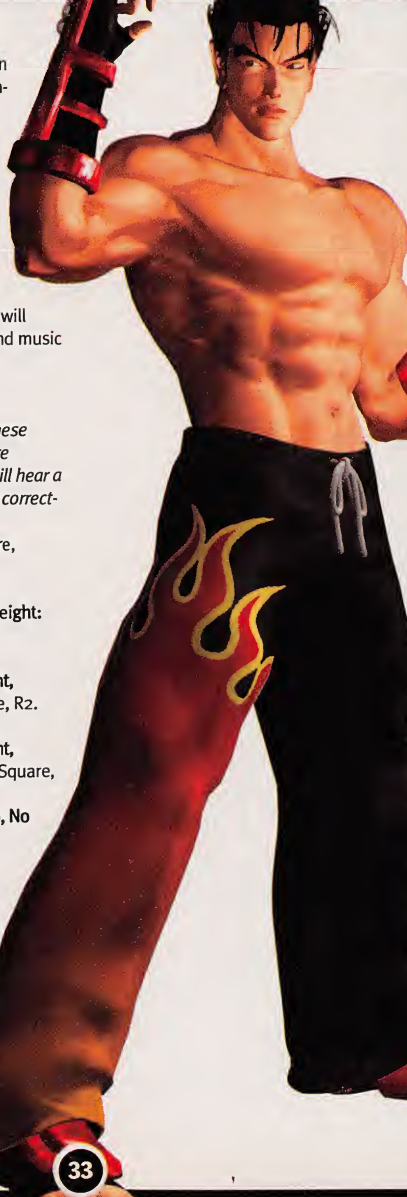
Michaels 9mmS+99 Ammo. Taylor M82+99 Ammo, No Limit on Weight, Radar: Circle, R1, Circle, L1, Triangle, R2.

Michaels 9mmS+99 Ammo. Taylor M82+99 Ammo, No Limit on Weight, Radar, Level 3 Shield, SiriusP: L2, Square, R2, Triangle, L1, Circle, R1.

All Weapons (Beginner)+99 Ammo, No Limit on Weight, Radar, Level 3 Shield, SiriusP: Triangle, Square, Circle, Square, Triangle, Circle.

All Weapons (Intermediate)+99 Ammo, No Limit on Weight, Radar, Level 3 Shield, SiriusP: L1, L1, L2, L2, R1, R1, R2, R2.

All Weapons (Advanced)+99 Ammo, No Limit on Weight, Radar, Level 3 Shield, SiriusP: Circle, Circle, Circle, Circle, Triangle, Square, Square, Square, Square.



DVD Codes

Independence Day

The second disc of this special edition has some really cool goodies, but finding them is pretty difficult...

Movie Highlights and Special Features: Place the cursor over the main menu option, then press Right. If done correctly, the computer on the screen will turn on. Next, select the main menu and use your remote to type in 74, then hit "enter" (since triggering this is timed, you will have to do it quickly). If you did it correctly, you'll have a chance to play around with the disc's special features. If you want some more fun, you can enter 73 and 72 for even more goodies.

Toy Story:

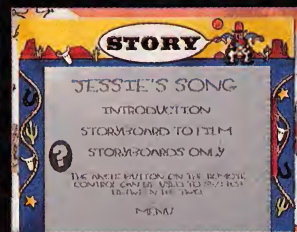
The Ultimate Toy Box

If you were fortunate enough to buy the "Ultimate Toy Box," the Toy Story set, you will be able to check out some neat features on your Toy Story discs.

Trailers: Use the number pad on your controller to access the Titles on the second disc. If your player allows you select either Titles 4 or 5, you will get the trailers to appear. This will give you some sneak peaks at some of Disney and Pixar's other titles, including Dinosaur and Fantasia 2000.

Outtakes: Enter the section on the third disc called "Jesse's Song."

Highlight the option, and press left. A question mark will appear on the screen which will take you to a comical alternate ending to Jesse's sad song.



Boogie Nights: Special Edition

Extra Footage: Put the first disc in your machine. If you enter the Color Bars option in the Main Menu you will see the test pattern. Wait there for half a minute and you will be able to see some comical extra footage. Be warned: This is not for the kiddies!



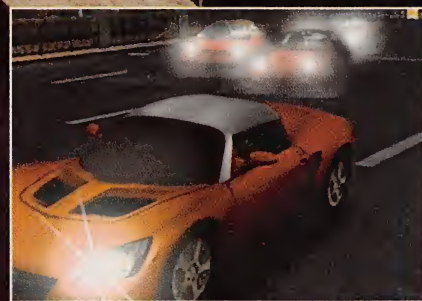
DRIVER A

- Greets colleagues with a firm self-confident handshake.
- Dated cheerleaders in high school.
- Has lipstick on underwear.
- Smokes after sex.

MSR

METROPOLIS STREET RACER

Welcome to Metropolis Street Racer where going fast isn't enough, you've gotta go fast and look good. MSR is the only racing game where you're judged on KUDOs (points based on style) as well as speed. MSR also features amazing recreations of real cities: London, Tokyo, and San Francisco, are shown in incredible detail, right down to the street signs and radio stations. So check out Metropolis Street Racer and see if you've got what it takes to maintain an image at 180 mph.



DRIVER B

- Offers a limp and clammy handshake that screams of self doubt.
- Wasn't allowed to date in high school.
- Has superheroes on underwear.
- Apologizes after sex.



Dreamcast

sega.com/msr

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SEGA MARINE FISHING



Rip some lip.




It's all in the wrist. You should be good at that.



You're the fishin' technician.

Poor Captain Jack. Thanks to Sega Marine Fishing, folks aren't lining up to pay top dollar to not catch fish on his tourist troller. Nope, seems all the smart fishermen are out on the Sega Sea matching wits with Sailfish, Tarpon, Blue Marlin, Tuna and Mako Shark. Any wonder things are a little slow down at the docks?





GameShark Codes



Dreamcast

Buzz Lightyear
of Star Command

Infinite Health
32F9270F00000190
Max Credits
CC33E4B0000003E7

Flag to Flag

A.Zanardi 999 Champ Points
BE063B93000003E7
A.Zanardi 0 Champ Points
BE063B9300000000
AlUnserJr. 999 Champ Points
1854178F000003E7
AlUnserJr. 0 Champ Points
1854178F00000000
A.Ribeiro 999 Champ Points
40AA1ED7000003E7
A.Ribeiro 0 Champ Points
40AA1ED700000000
GdeFerran 999 Champ Points
90B80BE9000003E7
GdeFerran 0 Champ Points
90B80BE900000000
C.Haas 999 Champ Points
AF53508F000003E7
C.Haas 0 Champ Points
AF53508F00000000
B.Rahal 999 Champ Points
FF999798000003E7
B.Rahal 0 Champ Points
FF99979800000000
B.Herta 999 Champ Points
30712559000003E7
B.Herta 0 Champ Points
3071255900000000
JJLehto 999 Champ Points
84638C1E000003E7
JJLehto 0 Champ Points
84638C1E00000000
R.Hearn 999 Champ Points
CEBBE6E6000003E7
R.Hearn 0 Champ Points
CEBBE6E600000000
C.Fittipaldi 999 Champ Points
2F97625B000003E7
C.Fittipaldi 0 Champ Points
2F97625B00000000
J.Vasser 999 Champ Points
59E77649000003E7
J.Vasser 0 Champ Points
59E7764900000000
H.C.Neves 999 Champ Points
AF23508F000003E7
H.C.Neves 0 Champ Points
AF23508F00000000
M.Gugelmin 999 Champ Points
D1C882C1000003E7
M.Gugelmin 0 Champ Points
D1C882C100000000
M.Blundell 999 Champ Points
30C12559000003E7
M.Blundell 0 Champ Points
30C1255900000000
M.JourdainJr. 999 Champ Points
6DDB6A5F000003E7
M.JourdainJr. 0 Champ Points
6DDB6A5F00000000
S.Pruett 999 Champ Points
BF763B93000003E7
S.Pruett 0 Champ Points
BF763B9300000000
T.Kanaan 999 Champ Points
FF499798000003E7
T.Kanaan 0 Champ Points
FF49979800000000
H.Matsushita 999 Champ Points
59577649000003E7

Continued on Page 39

4 Wheel Thunder

Super Start: When you begin your race, wait for the countdown to reach "Go." As soon as this appears, press L-Trigger+A at the same time. You'll get a boosted start and a four-second boost as well.
Clean Pause: While the game is paused, press Y+X simultaneously to get rid of the text and see a clean action shot of your current game.
Infinite Slot Machine Retries: Once you finish a race, save your game. You may be awarded with a slot machine jackpot bonus game after the race. If you do poorly on the slots or just want to try it again, just load up your saved game and the slot machine will be available to play once again. You can do this as many times as you want.

Aerowings

Cheat Mode: At the "Press Start" screen, press L-Trigger+R-Trigger simultaneously. You'll hear someone say, "OK Good." This unlocks Exhibition Mode, all levels, airplanes and more.

Aerowings 2: Airstrike

Get Everything: When you begin your game, abort Training Mode and get to the "Game Select" screen. While on this screen, hold L-Trigger+X. With these held, press Y. You will hear a voice to confirm the code was entered correctly.

Bust-A-Move 4

On the title screen with "Press Start Button" flashing, enter the following codes for the results shown. You will hear a sound if the code was entered correctly.

Another World: X, Left, Right, Left, X. Now you will have more puzzles available in Puzzle mode under the Arcade setting.
More Characters: Right, Right, X, Left, Left.
Tarot Card Reading: Up, X, Down, X, Up. At the game menu, go into the option screen to see the new "Tarot Reading" (Love) option.
Talk Demo: First enter the More Characters and Tarot Card Reading codes, then, at the title screen, press X, Up, Left, Down, Right, Up, X, Down, Left, Up, Right, Down, X. At the game menu, go into the option screen to see the new "Talk Demo" option.

Centipede

In the middle of an Adventure game, press and hold L-Trigger+R-Trigger+X+A+Y+B. While holding these, press the Stick in the desired direction for these results.
Multiple Lives: Press Up on the Analog Stick. You may keep pressing Up while holding the buttons to gain thousands of lives!
All Levels: Press Down on the Stick. Press START to pause and you can move the Analog Stick to highlight different levels of the game.

Crazy Taxi

From the mode selection screen, choose either Arcade or Original Mode as well as the amount of time you want. Next, at the "Now Loading" screen, press and hold the following button combinations until the driver select screen appears.

No Arrows: Press and hold R-Trigger+START.

F355 Challenge: Passione Rossa

Access the options screen, then press and hold X+Y. You will see a password option appear above Exit. Holding X+Y, move down and access the password option by pressing the A button. Now you may enter any of these passwords to unlock the courses as shown (the passwords are case sensitive).



Fiorano Track: CinqueValvole
Nurburgring Track: LiebeFrauMilch
Laguna-Seca Track: Stars&Stripes
Sepang Track: KualaLumpur
Atlanta Track: DaysOfThunder



When the driver select screen appears, you will see "No Arrows" in the lower-left corner of the screen. If you haven't memorized the locations, you will have to listen to your passengers and pay attention where they point.
No Destination Mark: Press and hold L-Trigger+START. When the driver select screen appears, you will see "No Destination Mark" in the lower-left corner of the screen. You'll still see a small green outline around your destination point, but it won't be nearly as prominent as before.

Expert: Press and hold L-Trigger+R-Trigger+START. When the driver select screen appears, you will see "Expert" in the lower-left corner of the screen. The combination of No Arrows and No Destination Mark makes up the Expert Mode.

Hidden Bike: Go to the character select screen and highlight the driver you want. Press L-Trigger + R-Trigger three times simultaneously, then press the A button to pick your driver. You will hear bicycle chimes if entered correctly.

Dead or Alive 2

Change View of Victory Pose: As your character does its victory pose, hold X and move the Pad or Analog Stick to rotate the view. Press the B button to zoom in.

Full Screen Pause: During the game, press START to pause. Press the R-Trigger button to get a clean game screen without the text.

Girl Art: Place the Dead or Alive 2 disc into a PC compatible CD-ROM drive. Access the disc and look for a folder called "Bonus." In this folder are several images of the DOA2 girls in bikinis.

Uncut Demo: On the mode select screen, choose Option. On the "Option" screen, choose Game Setting. From "Game Setting" choose Others. On the "Other Setting" screen, change Your Age to a number higher than 21 (99 is optimal). Now go back to the mode select screen and pick Survival Mode. Play through this mode until you get onto the top ten ranking list and put in your name as REALDEMO. Now go back to the title screen and wait until the demo starts. You will then see the uncut demo with one of the scenes showing Kasumi in her birthday suit, lying in a gelatin-like substance.

Draconus:
Cult of the Wyrms

On the title screen where it says, "Press Start Button," press X, Y, Y, X, X, Y, Y. This is the first part of the codes shown below. You will hear a sound to confirm that the code was entered correctly. Now begin a new game or load a previously saved one. In the middle of the game, press START to pause and then enter the following buttons codes to accomplish these results.

Level Skip: Press and hold the L-Trigger+R-Trigger buttons simultaneously. While hold-

NBA 2K1

Hidden Teams: From the main menu, access the options screen, then select "Codes." On the "Cheat Codes" screen, type in vc as your

password and then the Enter key. The screen will then say that the Superstars feature has been unlocked.





ing these buttons, press Down on the D-pad. Invincibility and One-Hit Kills: Press and hold the L-Trigger+R-Trigger buttons simultaneously. While holding these buttons, press Right, then UP, then START. You won't take any more damage and your instant kills will be worth 50,000 points!

Regain Life Points: Press and hold the L-Trigger+R-Trigger buttons simultaneously. While holding these buttons, press Left, then UP, then START.

Expendable

While the game is paused, enter any of the following codes as shown below.

Level Skip: Y, Y, X, X, L-Trigger, R-Trigger, Down, Down, Up, Up.

Extra Lives: A, B, X, Y, L-Trigger, R-Trigger, Up, Down, Left, Right.

Extra Credits: A, B, Left, A, B, Right, A, B, Down, R-Trigger.

Samba De Amigo

On the main menu screen, choose either Arcade or Original. On the mode select screen, use the left Maraca or the D-pad on your controller to access the following new modes.



Random: Hold Down until "Random" appears in the middle of the screen.

Super Hard: Hold Up until "Super Hard" appears in the middle of the screen.



Fighting Force 2

Level Select: On the title screen, while "Press Start" is flashing, put in Left, Up, X, Up, Right, Y. You will see a flash on the screen if the code was entered correctly. Choose the "Start Game" option and a level selection screen will appear. Now you can choose your starting level.

Grand Theft Auto 2

On the main menu screen, choose "Play." At the next menu, move up to the player name and change it to one of the following names to unlock these cheats as shown.

Invincibility: INFINITY

99 Lives: BIGCATS

Every Weapon: BIGGUNS

Level Select: SESAME

Recover Weapon After Death: LOSTTOYS

Double Damage: DBLWAMMY

Unlimited Electric Gun: BIGFRIES

No Police: LAWLESS

Get the 5X Multiplier: BOYAKASH

Max Respect from All Gangs: ALLFRIEND

More Blood: WOUNDED

Get \$500,000: MUCHCASH

Get \$9,999,999: ULTIMATE

Pedestrians Are Elvis: ERRHUH (Note: If you run over an entire group of Elvis pedestrians with a car, you will get the message, "Elvis has left the building.")

Unlimited Flame Thrower: TOASTIES

Invisible Player: SCOOBYDO.

Hidden and Dangerous

(Important Note: You need a Dreamcast key-board plugged into port B on the Dreamcast to make these codes work) First, choose

"Start Game" from the main menu screen and when asked to enter your name, type **WILLCHEAT** on the Dreamcast keyboard and press the Enter key. Next, go through the setup process by choosing your mission, men, team and weapons. In the game, type in these codes on the DC keyboard for the results as shown. You will hear a click sound when a code is entered correctly.

Level Skip: MISSIONOVER

Restore Health: GOODHEALTH

Invincibility: CANTDIE (Note: Explosions and trains can still hurt or kill you.)

All Doors in Mission Open: OPENALLDOOR

Instant Death: KILLTHEMALL (Note: Use caution with this trick, as it kills hostages as well.)

Player Coordinates Displayed: PLAYERCOORDS

All Weapons and Items: ALLLOOT

Enemy View—Front: ENEMYF (This will give you a view behind the nearest enemy. Keep

"one," let go of L-Trigger and hold the R-Trigger. When he says, "Go, go, go!" you will get a nice boost and you'll hear, "Super Start!")

Boost Jump: After picking up some boost power-ups, you can do a special jump without the help of a ramp! If you hold the L-Trigger (brake) and then press A, you will be boosted into the air. This is great for getting those power-ups that are just out of reach.

Incoming

Cheat Menu: On the main menu screen, press Up, Down, Left, Right, X, Up, Down, Left, Right, Y. A cheat menu will appear that allows you to choose your starting campaign, infinite lives, infinite weapons and Easy Shoot Mode.

King of Fighters, The Dream Match 1999

Full Pause Screen: Pause the game and press X+Y. This will get rid of the "Pause" word for cool freeze frames!

Bonus Characters: At the character selection screen, highlight the normal version of one of the following fighters, then hold START and press any button.

Kyo Kusanagi	Terry Bogard
Andy Bogard	Joe Higashi
Ryo Sakazaki	Robert Garcia
Yuri Sakazaki	Mai Shiranui
Billy Kane	Orochi Yashiro
Orochi Shermie	Orochi Chris
Omega Rugal	

Legacy of Kain: Soul Reaver

Press START to pause in the middle of the game and enter any of these codes. You will hear a confirmation sound after each code is entered.

Refill Health: Hold L-Trigger and press Down, B, Up, Left, Up, Left.

Next Level Health: Hold L-Trigger and press Right, A, Left, Y, Up, Down.

Maximum Health: Hold L-Trigger and press Right, B, Down, Up, Down, Up.

Refill Magic: Hold L-Trigger and press Right, Right, Left, Y, Right, Down.

Maximum Magic: Hold L-Trigger and press Y, Right, Down, Right, Up, Y, Left.

Pass Through Barriers: Hold L-Trigger and press Down, B, B, Left, Right, Y, Up.

Wall Climbing: Hold L-Trigger and press Y, Down, X, Right, Up, Down.

Hurt Razi: Hold L-Trigger and press Left, B, Up, Up, Down.

Force: Hold L-Trigger and press Left, Right, B, Left, Right, Left.

Constrict: Hold L-Trigger and press Down, Up, Right, Right, B, Up, Up, Down.

Force Glyph: Hold L-Trigger and press Down, Left, Y, Down, Up.

Stone Glyph: Hold L-Trigger and press Down, B, Up, Left, Down, Right, Right.

Sound Glyph: Hold L-Trigger and press Right, Right, Down, B, Up, Up, Down.

Water Glyph: Hold L-Trigger and press Down, B, Up, Down, Right.

Sunlight Glyph: Hold L-Trigger and press Left, B, Left, Right, Right, Up, Up, Left.

Fire Glyph: Hold L-Trigger and press Up, Up, Right, Up, Y, X, Right.

Shift at Any Time: Hold L-Trigger and press Up, Up, Down, Right, Right, Left, B, Right, Left, Down.

Magforce Racing

All Tripods, Classes and Tracks: On the main

GameShark Codes

Continued from Page 38

H.Matsushita	0 Champ Points
	5957764900000000
M.Papis	999 Champ Points
	84B38C1E000003E7
M.Papis	0 Champ Points
	84B38C1E00000000
P. Tracy	999 Champ Points
	D1B882C1000003E7
P. Tracy	0 Champ Points
	D1B882C100000000
D.Franchitti	999 Champ Points
	FC899798000003E7
D.Franchitti	0 Champ Points
	FC89979800000000
P. Carpentier	999 Champ Points
	5A977649000003E7
P. Carpentier	0 Champ Points
	5A97764900000000
A.Barron	999 Champ Points
	87738C1E000003E7
A.Barron	0 Champ Points
	87738C1E00000000
A.Fernandez	999 Champ Points
	D27882C1000003E7
A.Fernandez	0 Champ Points
	D27882C100000000
A.Meier	999 Champ Points
	2C87625B000003E7
A.Meier	0 Champ Points
	2C87625B00000000
P.Jones	999 Champ Points
	75D5D21C000003E7
P.Jones	0 Champ Points
	75D5D21C00000000
G.Moore	999 Champ Points
	AC33508F000003E7
G.Moore	0 Champ Points
	AC33508F00000000

Frogger 2:

Swampy's Revenge

Inf. Lives	46BA1AB200000006
Max Coins Collected	282F663E00000019
One Frog to Complete Lvl	97CB0D02E0705041
	97CB0D0200000005
Two Frogs to Complete Lvl	97CB0D0200705041
	97CB0D0200000005
Three Frogs to Complete Lvl	97CB0D0220705041
	97CB0D0200000005

House of the Dead 2

99 Shotgun In Trunk	75459CFA00000063
99 Machine Gun In Trunk	928C450F00000063
99 Grenade In Trunk	AC9B1E6900000063
99 Power Up 1.2 In Trunk	CD37A80000000063
99 Power Up 1.5 In Trunk	CD2BA80000000063
99 Power Up 2.0 In Trunk	ECB3576C00000063
99 Bullet Blow In Trunk	FC51D97E00000063
99 Chamber +2 In Trunk	2C1B2CBD00000063
99 Chamber +4 In Trunk	FC69D97E00000063
99 Chamber +8 In Trunk	2C232CBD00000063
99 Chamber +Inf. In Trunk	33B96BBF00000063

Continued on Page 40



NFL Blitz 2000

Hidden Players: Select the "Enter Name For Record Keeping" option and enter one of the following player names and PIN numbers. You'll hear someone say, "Lights out, baby!" when the code is entered correctly.

Name: BRAIN Pin: 1111
(Brain)
Name: SMILE Pin: 1111
(Smiley)
Name: FORDEN Pin: 1111
(Dan Forden)
Name: SKULL Pin: 1111
(Skull)
Name: TURMEL Pin: 0322
(Mark Turmell)

Cheat Codes: On the "Versus" screen, press Turbo, Jump and Pass to change the icons below the helmets on screen. The list below indicates the number of times each button should be pressed. After the icons have been switched, press the D-Pad or Analog Stick in the indicated direction to enable the code. You will see the name of the code and hear a sound. More than one code may be activated per game; just make sure you enter it fast enough.

Infinite turbo	5-1-4 Up
Fast turbo running	0-3-2 Left
Power-up offense	3-1-2 Up
Power-up defense	4-2-1 Up
Power-up teammates	2-3-3 Up
Power-up blockers	3-1-2 Left
Super blitzing	0-4-5 Up
Super field goals	1-2-3 Left
No interceptions	3-4-4 Up
No random fumbles	4-2-3 Down
No first downs	2-1-0 Up
No punting	1-5-1 Up
Green Bay Packers playbook	1-2-2 Left
Colts playbook	1-2-3 Up
Allow stepping out of bounds	2-1-1 Left
Fast passes	2-5-0 Left
Late hits	0-0-0 Up
Show field goal %	0-0-1 Down
Hide receiver name	1-0-2 Right
Invisible	4-3-3 Up
Big football	0-5-0 Right
Big head	2-0-0 Right
Huge head	0-4-0 Up
No head	3-2-1 Left
Headless team	1-2-3 Right
Team big heads	2-0-3 Right
No play selection	1-1-5 Left
(Teams Must Agree)	
Show more field	0-2-1 Right
(Teams Must Agree)	
No CPU assistance	0-1-2 Down
(Teams Must Agree)	
Power-up speed	4-0-4 Left
(Teams Must Agree)	

Hyper blitz 5-5-5 Up
(Teams Must Agree)
Smart CPU opponent 3-1-4 Down
Tournament mode (2P Game) 1-1-1 Down
Always quarterback 2-2-2 Left
(Requires two human teammates)
Muddy field 5-2-5 Down
Wet field 5-5-5 Right

NFL Quarterback Club 2000

On the main menu screen, move down to the "Enter Cheat" option and put in any of these codes for the results as shown.

Stocky Players: MRSMLLLW
More Injuries: HSPTLL
Big Football: BCHBLL
Thin Players: TTHPCK
Large Coin at Coin Toss: BGMNY
More Fumbles: BTTRFNGRS
Bouncy Ball: FLBBR
Smokey Ball: HSNFR
Slow Motion: FRRSTGMP
Rugby Mode: RGBY

NHL 2K

From the "New Game" menu, choose either Exhibition, Season or Playoff. Go to Custom Players and change the first and last names of your player to one of the names shown below. Once you do this, press A to accept the player. Back at the "New Game" menu, go to Trade Players and on the "Roster Manager" screen, choose the Free Agents pool. Scroll through the players until you see the one you created. Now press A to select the player and X to execute the trade. Press A again to accept this trade agreement. Go back to the "New Game" menu once more and select Edit Lines. In this menu, move over to the players (either on the ice or scratched) and you will see the faces or message for the players you created.

Tony Twist: Tony Twist
Ron Hextall: Ron Hextall
Marty Reasoner: Marty Reasoner
Wayne Gretzky: Enter this name to see "Thanks for the Memories" over the head shot on the "Edit Lines" screen.
D Port Codes: Have a controller plugged into the fourth port (D) on your Dreamcast and enter these tricks with it.
Black Box Team: When the logo for Black Box appears, press and hold the L+R buttons. While holding these, press B, B, X. You will hear the announcer say, "Oh, Black Box, baby." Now Black Box is available in the choice of teams.
Big Heads: When the logo for Black Box appears, press and hold the L+R buttons. While holding these, press B, A, B, Y. You will hear the announcer say, "Oh, Black Box,

baby." Everyone on the team will have big heads except for the goalie.

Nightmare Creatures II

Cheats Menu: In the middle of the game, press START to pause. Next, press and hold the L-Trigger+R-Trigger buttons simultaneously. While holding these buttons, press Left, B, X, Left, B, X, Left, B, X, A, X. **Replenish Health:** When your energy is low in the game, just press and hold the X+Y+B buttons simultaneously. Hold them until your health builds back up again and you will get a full bar!

PenPen Tricelcon

Play as Hidden Racer: Hanamizu becomes playable after you beat all tracks and earn all Silver medals. He's unbelievably fast and a little tricky to use.

Plasma Sword

Highlight one of the appropriate character on the character select screen and then enter the code.

Play as Kaede: Highlight Rain and press Down, Down, Left, Up. Kaede will appear in a box above Rain.

Play as Rai-On: Highlight Byakko and press Up, Down, Left, Right, Left, Up. Rai-On will appear in a box above Byakko.

Play as Evil Gamof: Highlight Gamof, then hold START and press A.

Power Stone

Manipulate the Victory Camera: Use A, X, Y, B and the Pad and Analog Stick to zoom in and out, rotate the camera around the victor, etc.

Play as the Bosses: Finish the game with each character one time. Finishing the game with any character opens up an extra option in "The World of Power Stone" book.

Rainbow Six

In the middle of your game, press the following buttons to activate these special modes in the game. You'll hear a noise and see text on the left side of the screen to confirm that they worked. To turn off any of the codes, just enter them again. Note: Don't pause the game before entering these!

Avatar God: Simultaneously press Up on the Analog Stick, Down on the D-Pad and A button. Your character becomes invincible, but the rest of your team won't be affected.

Team God: Simultaneously press Left on the Analog Stick, Down on the D-Pad and A button to gain invincibility for everyone on your team.

Big Heads: Simultaneously press Up on the Analog Stick Up, Down on the D-Pad, and X button.

Humongous Heads: Simultaneously press Left on the Analog Stick, Down on the D-Pad, and X button.

Polska: Simultaneously press Down on the Analog Stick, Down on the D-Pad, and X button.

Heavy Breathing: Simultaneously press Down on the Analog Stick, Down on the D-Pad, and A button.

Stumpy: Simultaneously press Left on the Analog Stick, Down on the D-Pad, and Y button.

Brains: Simultaneously press Up on the Analog Stick, Down on the D-Pad, and Y button.

Side Scroller: Simultaneously press Down on the Analog Stick, Down on the D-Pad, and Y button.

GameShark Codes

Continued from Page 40

P2 Weapon Sounds Like a Lazer
D2DOCC2700000006
P2 Weapon Sounds Like Air
D2DOCC2700000005
P2 Weapon Sounds Like Lure
D2DOCC2700000007
P2 Infinite Clip
ACC31E69000000FF
P2 Play As Army
5AFF38AF00000002
P2 Play As Harry
5AFF38AF00000003
P2 Play As Goldman
5AFF38AF00000004
P2 Play As G
5AFF38AF00000005
P2 Play As Rogan
5AFF38AF00000006
P2 Play As Bruno
5AFF38AF00000007
P2 Play As Civilian
5AFF38AF00000008

Ready 2 Rumble: Round 2

Inf. Cash EE7F1B83000000F0
Inf. Health P1
AF2352EE000000064
Low Health P1
AF2352EE000000000
50% Health P1
AF2052EE4070504D
AF2352EE000000032
Inf. Stamina P1
3B112717000000064
Low Stamina P1
3B112717000000000
Inf. Health P2
5A777422000000064
Low Health P2
5A777422000000000
50% Health P2
5A7474224070504D
5A777422000000032
Inf. Stamina P2
8F038E50000000064
Low Stamina P2
8F038E50000000000
Full Rumble-O-Meter P1
6DDB683E000000090
Empty Rumble-O-Meter P1
6DDB683E000000000
Full Rumble-O-Meter P2
ED471BE1000000090
Empty Rumble-O-Meter P2
ED471BE1000000000

Samba de Amigo

Unlock All Challenge Lvl's
5E97B80505050403
8373825200000005

Sega GT

Plenty Of Cash
1634D44405F5E0FF
Low Lap Time
24D7ADEB000000000
F2E95A9500000000

Sega Marine Fishing

Max Points (Arcade)
CABBE5ED0000270F
Inf. Time (Arcade)
D53081CA000042EA
Max Items Available
83738F14000003E7

Continued on Page 42

Star Wars Episode 1: Jedi Power Battles

Jedi Power Battle Mode: On the main menu screen, choose "New Game" and start a two-player game. In the middle of play, take controller 1 and

press and hold R-Trigger+X+Y+B. With these held, press A. This will allow you to damage your partner. To turn this mode off, just do the trick again.





GameShark Codes

Continued from Page 41

Silent Scope

High Score DC68431205F5E0FF
Max Hits (Training) 586778C4000003E7
Never Reload 4D121F0400000005
Low Overall Time EC67D85A00000000
Infinite Credits 451A1E0A00000005
Infinite Health 60CB6B8C000000F0
Infinite Time 759DD3CC0000003B

Spawn

Infinite Health P1 246F7635000001F4
Low Boss Health F421830E00000000

Street Fighter III: 3rd Strike

P1 Infinite Health E76F2451000000A0
P1 Low Health E76F245100000001
P1 50% Health E76C2451C0705035
E76F245100000050
P2 Infinite Health 523F4B93000000A0
P2 Low Health 523F4B9300000001
P2 50% Health 523C4B93C0705035
523F4B9300000050
P1 Easily Stunned 8E2BB1C300000050
P1 Never Stunned 8E2BB1C300000000
P1 Super Stunned 3A39188400000050
P1 Quick Stun Recovery 3A39188400000000
P2 Easily Stunned DB80BF1C00000050
P2 Never Stunned DB80BF1C00000000
P2 Super Stunned 67CB578200000050
P2 Quick Stun Recovery 67CB578200000000
Infinite Character Select Time AF7F2EC900000099
P1 Infinite Super Specials 9A50363400000001
P1 Infinite EX Specials 4A32230A00000001
P1 Can Never Use EX Specials 4A32230A00000000
P1 Can Never Use Super Specials 9A50363400000000

the Analog Stick, Down on the D-Pad, and B button.

Rude: Simultaneously press Down on the Analog Stick, Down on the D-Pad, and B button. If you have the "Team God Mode" on, your team will be yelling at you to watch your fire.

Victory Conditions: Simultaneously press Up on the Analog Stick, Down on the D-Pad, and B button. This will prevent the mission from being aborted if an alarm is triggered or a hostage is shot.

Infinite Ammo: If you shoot all the bullets in your clip except one and put in a new clip, you will not lose the clip! Keep repeating this to have an infinite amount of ammo!

Rayman 2: The Great Escape

Hidden Mini Game: On the title screen, press START, then immediately hold L-Trigger+R-Trigger and press B, B, B, B while the screen is scrolling down. Now, on the menu, you will have access to a new option called "Globob Disc Access." Choose this option and you'll be taken to a mini game that you can play with multiple players.

Ready 2 Rumble Boxing

Skeleton Background: Set the system date to October 31
Christmas Background: Set the system date to December 25.
Alternate Costumes: At the character select screen, press X+Y simultaneously.
Alternate Corman: At the character select screen, hold the X button and press Up, Right, Down or Left.
Bronze Class Boxers: Select Championship Mode from the main menu. Then, choose New Game and enter RUMBLE POWER as a gym name to unlock all class bronze boxers in championship mode. *Note: This also unlocks Kemo Claw in Arcade Mode.*
Silver Class Boxers: Enter RUMBLE BUMBLE as a gym name. *Note: This also unlocks Bruce Blade in Arcade Mode.*
Gold Class Boxers: Enter MOSMA! as a gym name. *Note: This also unlocks Nat Daddy in Arcade Mode.*
Champ Class Boxers: Enter POD 5! as a gym name. *Note: This also unlocks Damien Black in Arcade Mode.*

High Voice Corman: On the character select screen, hold X and press L-Trigger+R-Trigger simultaneously.
Taunts: During a match, hold X+A or Y+B to taunt your opponent. *Note: Only X+A works for Damien Black.*

Fight in the Arena with a Balcony: On the main menu, enter Arcade Mode. Now pick the two-player option. Have both players hold the L-Trigger on each controller while choosing a boxer with A.
Fight in the Championship Arena: On the main menu, enter Arcade Mode. Now pick the two-player option. Then at the character selection screen, have both players hold the R-Trigger on each controller while selecting a boxer with A.

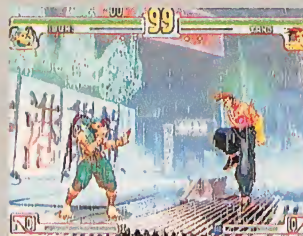
Fight in the Gym: On the main menu, enter Arcade Mode. Now pick the two-player option. Then at the character selection screen, have both players hold L-Trigger+R-Trigger on each controller while choosing a boxer with A.
Easy Training: From the main menu, choose Championship Mode. Start a new game, name your gym, choose a boxer and pick the "Train Boxer" option. Now highlight the "Rumble Aerobics Training," press Left and then quickly press A. If you did it fast enough, you will purchase the Rumble Mass Nutrition Regime (which costs \$25,000) for \$500! This will boost your strength and experience very quickly. You can also purchase the Sway.

Re-Volt

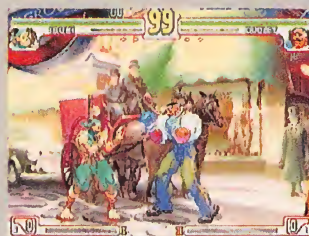
From the main menu, choose "Start Race." Then select a Single Race. Now enter your

Street Fighter III: 3rd Strike

Load the game, then press and hold the following codes until the Capcom logo appears.
De-Interlaced Mode: Press and hold L-Trigger+START.



Low Resolution: Press and hold Y+START.
Regular Screen: Press and hold X+START.



name as one of the codes as shown below for various results.

Access All Cars: CARTOON
Access All Tracks: TRACTION
All Weapons Available: OYOY (While playing a game, just press L-Trigger+R-Trigger repeatedly to cycle through the choices.)
Access to the Probe U.F.O.: YUEFO
Change Cars in a Race: CHANCER (Just press Up or Down at the pause menu to change your car.)
Tiny Racers: MAGGOT
Hifi Mode: FLYBOY
Change Progress Table: GOATY (Edit your wins, losses, etc.)

San Francisco Rush 2049

On the main menu screen, move down and highlight "Options." Then press the L-Trigger+R-Trigger+X+Y buttons simultaneously. Keep doing this until you see a new option called "Cheats" appear at the bottom of the menu. Access this new option to get a list of all the cheats you can unlock with these codes as shown. (Note: The codes shown are very difficult to enter. The timing is tricky, you must enter them VERY quickly and you may need to try them several times before they will appear)
Random Weapons: Highlight Random Weapons. Press and hold L-Trigger+A. While holding these, press X, Y. Release all buttons. Press and hold R-Trigger+A. While holding these, press X, Y.

Invisible Track: Highlight Invisible Track. Press R-Trigger, L-Trigger, Y, X, A, A, X, Y. Then press and hold L-Trigger+R-Trigger. While holding these, press A.
Mass: Highlight Mass. Press and hold A. While holding this button, press X, X, Y. Release the A button. Press L-Trigger, R-Trigger.
Brakes: Highlight Brakes. Press Y, Y, Y, then press and hold L-Trigger+R-Trigger+A+X.
Demolition Battle: Highlight Demolition Battle. Press and hold the L-Trigger+A. While holding these, press Y, X. Release all buttons. Press and hold R-Trigger+A. While holding these, press Y, X. All weapons in battle mode will be the battering ram.
Super Tires: Highlight Super Tires. Press and hold the R-Trigger. While holding this, press X, X, X. Release the R-Trigger. Press and hold the L-Trigger. While holding it, press A, A, Y.

Seaman

Rapid Evolution: Once your Seaman eggs have hatched and four of them have been eaten by the Nautilus, they will evolve. Once this evolution process happens, you can do this trick. After you've saved your session,

turn the Dreamcast off and pop open the lid on your system. Turn on the power again and when the screen comes up, access the Settings file. Change the Date/Time to one or two days ahead. Set it and then start up the Seaman game again. The game will think that this time has actually passed. Repeat this process to develop your Seaman more rapidly. Remember to clean the tank and heat it each time to make sure he's growing well.

Sega Rally 2

At the title screen, put in the following codes for the results as shown. If done correctly, you should hear a confirmation sound.
All Cars: Up, Down, Up, B, A, Left, B, B, Down.

All 10 Year Raceways Open: Up, Left, Down, Right, B, A, B, Right, Down.
Increased Frame-Rate: Up, A, Down, Down, Left, Right, B, B, Down.

Slave Zero

To initiate these codes, you need to have two controllers (in Ports A and B). Start playing the game, then take the controller in Port B and hold L-Trigger+R-Trigger. With these held, press one of the following buttons to initiate the corresponding result.
Make New Ammo and Health Appear: X.
All Enemies Stop Firing: A.
God Mode with Unlimited Ammo: B.

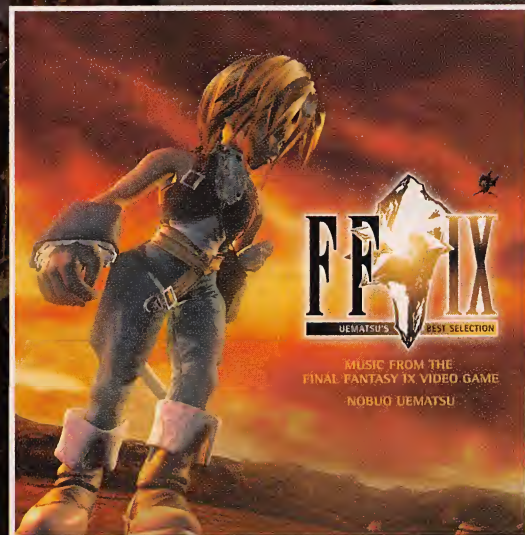
Sonic Adventure

Play as Super Sonic: First, you need to beat the game with all of the characters. When that happens, you will be able to choose Super Sonic from the player select screen. You'll begin as regular Sonic in Mystic Ruins by the lake. Go into the cave (formed by an explosion) until you reach the Green Crystal Shrine. Head around back until you find the place Dr. Robotnik (Eggman) crashed. You'll see a new cinema, and fire will surround the Green Crystal Shrine. Run toward the shrine for another cinema. This is where Chaos comes in. Keep heading toward the shrine and another cinema will be triggered. Once Tails wakes you up, go back to the lake in Mystic Ruins. Now go through the mine car tunnel and another cinema will appear that resembles the first cinema of the game. Sonic will face with Perfect Chaos and his friends will gather all the Chaos Emeralds to make him Super Sonic in the final battle!

Soul Calibur

Sophitia's Secret (Works on Japanese Version Only): Choose Sophitia and press one of the following buttons from the selec-

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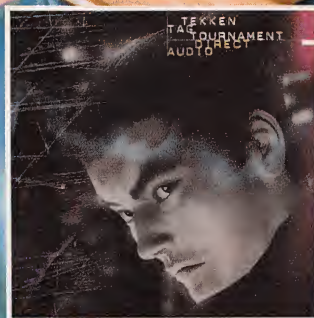
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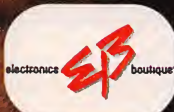
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tion screen. Keep holding down the button until you see Sophie do her "pre battle" pose. She will now enter battle with a new color of panties.

X = pink
Y = blue
B = black

R-Trigger = yellow (Press R-Trigger after you choose her or she'll be in metallic mode.)
L-Trigger = doesn't seem to change the color
A = white (original color)

Hidden Commands: As hidden features appear, "3rd Costume," "Weapon Select" and "Metal Model" will become available.
3rd Costume: In the character select screen, place the cursor on the character, press the Y button and select. Only certain characters have a third costume. Refer to the "3rd Costume" table for a listing of these characters.

Weapon Select: In the character select screen, place the cursor on the character and press the L-Trigger to display weapons, then select the desired weapon. For Edge Master and Inferno, this feature will not result in any changes.

Metal Model: In the character select screen, place the cursor on the character and hold down the R-Trigger and select. The Metal Model can be used together with the third costume.

screen, you may choose either Street Fighter III or Street Fighter III: Second Impact. At the mode select screen, highlight "Option" and hold the L-Trigger+R-Trigger buttons. Keep holding them throughout the rest of the trick. Next, choose "Option." On the Option Mode screen, highlight Game Option and press Left, Left, X, X, Right, Right. Move down to Button Config. and press Left, Left, Y, Y, Right, Right. Move down to Screen Adjust and press Left, Left, X, Y, Right, Right. Move down to Sound and press Left, Left, Y, X, Right, Right. You will see "Extra Option" underneath the "Sound" option.

Play as Gill: From the title select screen, you may choose either Street Fighter III or Street Fighter III: Second Impact. At the mode select screen, access "Option." Then, access "Game Option." Put "Difficulty" to one star, "Damage Level" to eight stars and "Rounds" to one. This will make it easier to beat the game. Once you play and finish the game, go to the player select screen, highlight Sean and press Up. You'll now have Gill.

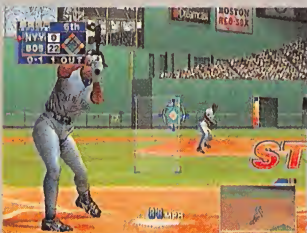
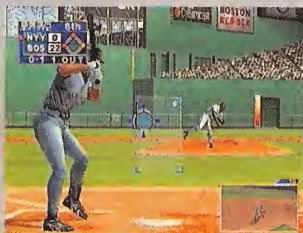
Play as Akuma: From the title select screen, choose Street Fighter III: Second Impact. On the player select screen, highlight Sean and press Up. Akuma's Triangle will appear and you will now be able to fight as this character.

Play as Yang: From the title select screen, choose Street Fighter III. On the player select screen, highlight Yun and press any Kick button to choose Yang instead.

World Series Baseball 2K1

Automatic Batting Aim: When your man is up to bat, move the Analog Stick slightly in any direction. While keeping a hold on the Analog Stick,

wait until the pitch and the cursor will automatically follow the ball for perfect aim. (This trick will work in the default Rookie Mode setting.)



Speed Devils

Enter these codes while in the middle of a race. Don't pause the game!

All Tracks and Cars: B, Right, B, Right, Up, B, Up.

Unlimited Nitros: Down, Up, Down, Up, A, X, A.

Skip Current Class: Down, Right, Down, Right, A, X, A.

More Money: A, Right, A, Right, Up, B, A.
Note: This works in Championship Mode only.

Street Fighter Alpha 3

Play as Shin Akuma: On the character select screen, highlight Akuma. Then hold START and press A. The regular Akuma will now be Shin Akuma.

Play as Super M. Bison: First, beat the game with a World Tour character on Level 8 without continuing. Once you do this you can hold START and press A to select Super M. Bison.

Street Fighter III: Double Impact

Hidden Extra Options: From the title select

TNN Motorsports: Hardcore Heat

On the mode select screen, press the following button combinations to unlock these new features in the game. You will hear a voice if they have been entered correctly.
More Colors: Down, Left, Up, Right, X, Y, L-Trigger, R-Trigger.

LE-2001 Vehicle: Y, X, Right, Left, Right, Left, Down, Down, Up, Up.

Combat Jet: Left, Right, Down, X, X, X, X.

Tokyo Xtreme Racer

Mark Other Cars: Press L-Trigger or R-Trigger at the "Assist Shifting" menu and you will hear a tone. This enables every rival pointer during a battle. Note: this code works only in Quest mode.

Max Speed: Press Y at the "Assist Shifting" menu, then you will hear a tone. This will enable the max speed of the player and rival car after a win or lose battle. Note: this code only works in Quest Mode.

Tony Hawk's Pro Skater

Choose Career Mode from the main menu and begin your game. While playing, press START to pause. Now press and hold the L-Trigger. While holding it, press the following buttons to unlock the cheats as shown. The screen will shake if entered correctly.

All Cheats: B, Right, Up, Down, B, Right, Up, X, Y.

Random Locations to Begin: X, B, A, Up, Down.

Big Heads: X, B, Up, Left, Left.

Infinite Special Meter: A, Y, B, Down, Up, Right.

Play as Private Carrera: Y, Up, Y, Up, B, Up, Left, Y. Exit the game and go to the character select screen. You will see Private Carrera instead of Officer Dick.

Tony Commander

For all the tricks shown below, you must first press START to pause in the middle of the game. After each code is entered, you will hear a sound confirming that it worked.

Every Map Available: Hold L-Trigger and enter A, Y, X, B, Y, X.

Heavy Weapon: Hold L-Trigger and enter X, A, Y, B, A, X.

99 Heavy Ammo: Hold L-Trigger and enter A, B, X, Y, B, A.

New Machine Gun: Hold L-Trigger and enter B, A, Y, X, A, B.

Toy Fied: Hold the L-Trigger and press A, X, B, Y, A, Y.

TrickStyle

Choose "Cheats" from the options screen and then put in one of the following passwords.

Win Everything: CITYBEACONS

Win All the Time: TEAROUND

Infinite Time: IWISH

Power-up Moves: TRAVOLTA

Big Heads: INFLATEDEGO

Vigilante 8: Second Offense

From the main menu, choose the options screen. From there, press the A button on "Game Status," choose your player with A, then press L-Trigger+R-Trigger simultaneously. From here, you can enter these passwords for the results shown. If entered correctly, you will hear a voice say, "Funky." Be sure to press the A button after entering each code in order to complete it. When you're done with a code, you will have to press L-

Trigger+R-Trigger in order to enter a new one.

No Enemies: HOME_ALONE

No Delay Firing: RAPID_FIRE

Monster Wheels: GO_MONSTER

Suspended Cars: JACK_IT_UP

Heavier Cars: GO_RAMMING

Increased Enemy Attack: UNDER_FIRE

Deadlier Missiles: BLAST_FIRE

CPU Picks Features: QUICK_PLAY

Quick Vehicles: MORE_SPEED

Slow Vehicles: GO_SLOW_MO

Floating Cars: NO_GRAVITY

No Wheel Attachment Icons: DRIVE_ONLY

Sequence of Movies: LONG_MOVIE

Virtua Fighter 3tb

Be the Alphabet Character: This code works in Normal Mode. On the character select screen, highlight Akira and press START, highlight Lion and press START, highlight Pai and press START, then press A after moving to the character you want the Alphabet Character to become.

Fight the Alphabet Character: This code works in Normal Mode. On the character select screen, highlight Akira and press START, highlight Lion and press START, highlight Pai and press START, then press A after highlighting the character you want to play.
Play as Dural in Any Mode: On the character select screen, press Down, Up, Right, Left+START.

Play as Dural in Training Mode: At the character selection screen press START+Y+A at the same time.

Play as Gold Dural in Training Mode: At the character selection screen press START+X+A at the same time.

Wacky Races

After choosing a racer, run into the sign in the middle of the grassy hill. This will give you several options and a "Cheats" option at the bottom of the menu. Enter these cheats for the results as shown.

All Challenges and Tracks:

WACKYGIVEAWAY

All Cars: WACKYSPOILERS

All Abilities: BARGAINBASEMENT

Super Difficult: CRACKEDNAILS

Wild Metal

In the middle of your game, press the following buttons to unlock these new game features (note: Right, Left, Down, and Up are D-Pad commands).

Invincibility: Y, Right, B, Left, X, Down.

Friendly AI Units: B, Down, A, Down,

X, Y.

Boost: Up, X, Down, B, A, Y.

All Weapons: A, A, Right, Y, A, Right.

Maximum Health: Down, Down, A, X, B, X

Show All Token Locations: Y, B, A, Left,

Down, Down.

Zombie Revenge

Fighting Mode Stage Select: From the title screen, choose the "Fighting Mode" option. At the "Fighting Mode" screen, press and hold START. While holding START, choose an option with the A button. The stage select screen will appear where you can choose between seven different stages.

Costume Change: On the character select screen, highlight a character and hold START. While holding START, press the X, Y or B buttons for a new costume.

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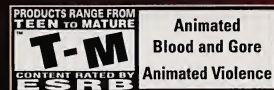


Gothic 3-D locations

Backdrops for battle include Chinatown, sewers and the Gothic City Museum.



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**Your opponents see
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Violence



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GameShark Codes

Crusin Exotica

Enable Code F1047A002400
 Stop Timer 810802D4424A
 Stop ET Timer 810802D80000
 Unlock Everything 8104F10E001C
 810BE7F00100
 Infinite Continues 8107F0500032
 Always First Place 810651740000

Madden 2000

Infinite Time Outs Home Team
 8006EC7F0003
 Infinite Time Outs Away Team
 8006FE6F0003
 No Time Outs Home Team
 8006EC7F0000
 No Time Outs Away Team
 8006FE6F0000
 Home Team Scores 0
 8106EC8C0000
 Home Team Scores 99
 8106EC8C0063
 Away Team Scores 0
 8106FE6C0000
 Away Team Scores 99
 8106FE6C0063
 Press GS Button For 1st Down
 89071B180001
 Press GS Button For 4th Down
 89071B180004
 Home Team Always Has Possession
 810590A80000
 810590AA0001
 Away Team Always Has Possession
 810590A80001
 810590AA0000
 Have All Cheats In Menu
 81070788FFFF
 8107078AFFFF
 8107078CFFFF
 8107078EFFFF
 Enable All Stadiums
 500010010000
 8005919800FF
 Enable All Teams 500014010000
 800598CC00FF

Power Rangers

Lightspeed Rescue

Enable Code (Must Be On)
 F10607202400
 Infinite Health 81064DF0 42C8
 All Levels Unlocked
 50001102 0000
 All Levels Unlocked
 81062508 0001
 All Characters Unlocked
 50000C01 0000
 8006252D 0001

Rugrats: Scavenger Hunt

P1 Angelica's Temple: Max Cookies
 802518670063
 P1 Angelica's Temple: Max Sleep
 802518660063
 P1 Pirate Treasure Hunt: Max Cookies
 80259AE70063
 P1 Pirate Treasure Hunt: Max Sleep
 80259AE60063
 Max Reptar Bars 812430280063

Turok 3:

Shadow of Oblivion

Infinite Health 813334FA6400
 Have All Secrets 811659C6FFFF
 811659C4FFF



Nintendo 64

All-Star Baseball 2001

On the main menu screen, highlight and access the Game

Options. In the "Game Options" screen, scroll until you highlight the "Enter Cheats" option. Access this option and on the "Cheats Code" screen, enter one of these passwords for the following modes.

Aluminum Bats: HOLLOWBATS
 Small Players: TOMTHUMB
 Blurred Graphics: MYEYES
 Float to Dugout After an Out: FLYAWAY
 Blackout Mode: WTOTL

Army Men: Air Combat

All Levels Open, Every Helicopter Available:

On the main menu screen, access the "Password" option. Now put in R-Shoulder, C-Left, Right, Up as your password, then press the A button to accept.

Banjo-Kazooie

First, beat the game. Go inside Banjo's house and walk up to the picture of the mole. Stand in front of the fireplace (not touching it), and press Up-C. Then, up at the picture of Bottles the Mole. Bottles should congratulate you on finding his hidden puzzle game. Win the puzzle game and Bottles will give you a password. When you're done, exit the puzzle and look up at the picture again—now you get a different, harder puzzle. You can do this up to seven times and each time you will get a new password. (After the sixth puzzle, Bottles will tell you that there are no more games to play. Don't believe him.) Once you've gotten all seven codes, exit Banjo's house and go to Treasure Trove Cove. Enter the puzzle-letter room and type out the codes by stomping on the letters. You can't enter any of the codes shown unless you beat the puzzle game that gave you that actual code. To deactivate any codes, go to the puzzle-letter room and type in NOBONUS.

Big Head Banjo: BOTTLESBONUS
 Banjo Big Hands and Feet: BOTTLESBONUSTWO
 Big Kazooie: BOTTLESBONUSTHREE
 Tall Skinny Banjo: BOTTLESBONUSFOUR
 Tall Skinny Banjo with Big Hands and Feet: BOTTLESBONUSFIVE
 Big Everything (Including Kazooie): BIGBOTT LESBONUS

Washing Machine Banjo:
 WISHYWASHYBANJO

Secret Codes: First, start a new game or access a saved game. Go to Treasure Trove Cove without changing at Mumbo's hut in Mumbo's Mountain. Get to the Sand Castle, then enter CHEAT on the floor tiles. You will hear a mooring sound for each letter of CHEAT you enter. Next, enter one of the following codes on the floor right after you enter the CHEAT letters. You will not hear any confirmation sound until you finish each code. (Note: The "CHEAT" code may not work in all circumstances of all saved games. Make sure you enter CHEAT every time before putting in any of these codes.)

Infinite eggs:
 BANJOBEGSFORPLENTYOFEGGS

Infinite lives:

LOTSOFGOESWITHMANYBANJOS
 99 Mumbo tokens:
 DONTBEADUMBGOSEEMUMBO

Battle Tanx: Global Assault

Enter these codes at the "Input Code" screen.

Level Select: 8oDYS
 Invincibility: HPPYHPPY
 All Weapons: RCKTSRDGLR
 Brandon Gang: NNKNHCKS
 Custom 1 Gang: TRDDYBRKKS (Gives you the M2 Hydra tank in multiplayer games.)
 Campaign Mode Bonus Level: WRDRB (Gives you a hidden level after you complete Campaign Mode.)

Beetle Adventure Racing

Hidden Cheat Menu: Go to One-player Mode and select "Championship Race" on Coventry Cove. While racing, find the short-cut with the barn and two haystacks. Run straight into the haystack closest to the road and you will hear a voice say, "Groovy!" Once you hit it, finish the race. Then you'll see text on your "Player Results" screen that says, "Cheat Menu Activated." Now go to the options and at the bottom, there will be a new option called "Cheats." Enter this option and you will be able to choose between two different cheat types.

Cyber Tiger

From the title screen, choose "Play." Now pick Stroke or Match Play and choose to edit a golfer. Go to the "Edit Name" option and enter one of the following codes for the results as shown.

Unlock Kimmi: Choose any character and change the name to Rapper.
 Unlock Starr: Choose any character and change the name to Retro.
 Unlock Marvin the Alien: Choose any character and change the name to Ufo.
 Change the Looks of Liltiger: Choose Liltiger and change the name to Prodigy.
 Unlock the Volcano Course: Choose any character and change the name to Stihelens.
 Tiger Woods Fan: Cybertw
 Cindy: Instyle
 Festus the Ghost: Goldgr
 EA Gamer: Willi
 The Bengal: Tigerrrr
 Elvis: Delvis
 Bobby: Brat
 Robert: Ice

Diddy Kong Racing

To enable these cheats you must go into the options screen and enter into the "Magic Codes" option. You can then turn them on and off at will until you turn off the power. If you turn off the power, you will need to re-enter the codes again.

Hom: BLABBERMOUTH
 Two-Player Adventure: JOINTVENTURE
 All Balloons Are Yellow: BODYARMOR
 Disable Weapons: BYEBYBALLOONS
 No Limit to Bananas: VITAMINB
 Zap the Zippers: ZAPTHEZIPPERS
 Ultimate AI: TIMETOLOSE
 Maximum Power-Up: FREEFORALL
 Start with 10 Bananas: FREEFRUIT
 Big Characters: ARNOLD
 Small Characters: TEENYWEENIES

Select Same Player: DOUBBLEVISION
 Four-Wheel Drive: OFFROAD

Donkey Kong 64

Play Jetpac Anytime: After acquiring 15 Banana Medals, go to Cranky and play the Jetpac game. To obtain the Rareware Coin, you must get 5,000 points in the game. After you do this, take pictures of six fairies with your camera and you will be able to play the Jetpac game any time. Just go to the "Mystery" menu to find this option!
 Play Arcade Donkey Kong Anytime: You must first complete DK's Barrel Blast inside Frantic Factory and then a lever will appear. Grab the lever in front of the Donkey Kong Arcade game to play it. You must win the game by beating all of the stages (four in all). After you do this, beat the game once more to obtain the Nintendo Coin. Now, take pictures of six fairies with your camera. After returning to the main menu, go to the "Mystery" menu and you will see an option to play the Arcade Donkey Kong game at any time!

Duke Nukem: Zero Hour

Refill Energy: After destroying a fire hydrant, stand next to it and press the B button repeatedly. Each time you do this you will gain back points of energy.

F-1 World Grand Prix

After pressing START at the title screen, go to the main menu and choose "Exhibition." On the next screen, pick the "Drivers" option. Scroll with the Pad or the Analog Stick until you reach Driver Williams. Press A and choose the "Edit Name" option. Using the Pad, change the last name "Williams" to one of the following codes. When you are finished, exit all the way back to the title screen. Now enter the "Drivers" option again and scroll until you see your new character.
 Silver Driver: Chrome
 Gold Driver: Pyrite
 Hidden Bonus Track: Vacation (Instead of the "Drivers" option, go into the "Courses" and scroll until you see the Bonus Track, complete with a volcano!)
 Extra Challenges: You can open up more challenges for the Challenge Mode if you complete three different kinds of challenges and earn a minimum of 60 points. Then the secret challenge "Ultimate E" will open up.
 Credits Option: Beat every level in the Grand Prix or Challenge Modes. Appears on main menu screen.
 Gallery Option: Get first place overall in the Grand Prix Mode on any level of difficulty. Appears on main menu screen.

F-Zero X

All Vehicles, Tracks and Difficulties: On the title screen, press START to get the mode select screen and enter L-Shoulder, Z, R-Shoulder, Up-C, Down-C, Left-C, Right-C, START. You'll hear a sound. Now choose the GP Race. A new difficulty called "Master" will be open! On the select course screen, a new set of random tracks called the X Cup will also be opened.
 Shrink Vehicles: On the vehicle selection screen, press and hold L+R-Shoulder+Up-C+Down-C+Left-C+Right-C. The cars will shrink!
 Color Change: On the vehicle customization



Mamma Mia!

Mario Golf

Password Screen: At the main menu, highlight the the option labeled "Club House" and press Z-Trigger+R-Shoulder+A at the same time.

Toad Highlands Tournament: Put in KPXWN9N3 as the password.

Alternate Costumes: On the character select screen, hold Left-C, Down-C, or Right-C and choose a character.

Left-Handed Golfers: On the character select screen, hold the L-Shoulder and choose a character.

First Camp Hyrule Cup: Enter 0EQ561G2 as a password at the "Code Entry" screen to play a tournament on the Koopa Cup course with Donkey Kong.

First Camp Hyrule Cup: Enter 5VW689O6 as a password at the "Code Entry" screen to play a tournament at the Toad Highlands course with Plum as your player.

Super Mario 64

Baby Penguin Tricks: The baby penguin that you find on the top of Stage 4 can do tricks. One of the strangest things you can do is perform a dive while he is around you. Once you do this, he will mimic you and slide on the ground as well. If you're good enough, you can make him slide with you down the ice slope, but it's very hard to do.

Mother Penguin: Here's a quick shortcut to get right to the mother penguin. Once you grab the penguin, jump off the ledge containing the starting point of the ice slide. The snow will break your fall on the ground, so don't worry about damage. Just pick up the baby and proceed straight to the mother, who shouldn't be too far away from where you will land.

Red Slide Trick: Enter Door #1 on the upper level of the castle, then jump into the right window with the Princess on it. You will enter the Red Slide Level. Slide down through the tunnel. When you come to the yellow barrier, jump and dive over it on the left side. You should land on the lower part of the slide and continue on sliding to the end. This will save you time in trying for the Secret Star!

No Obstacles: There is a grandfather clock right before you enter Course 14. Wait until the hands are at 1:00 and enter the level. If the trick was done correctly, all the obstacles throughout the course will be turned off. This makes things a little easier for you to maneuver around without thinking about what will disable.

Super Smash Bros.

Borrow a Life: When playing a team multiplayer match, if you are defeated but your teammate still has one or more lives in stock, you can use one of his lives to get back in the action by pressing A+B+Z+START. Be sure to ask for permission from your friend.

Tiburon Stadium: WEPUTITHERE
All-Madden Team: TEAMMADDEN
EA Sports Team: WEARETHEGAME
Industrials Team: INTHEFUTURE
Marshalls Team: COWBOYS

Magical Tetris Challenge

Line Clear Graph: Begin a game in Endless Mode and press A+B simultaneously.

Mario Tennis

From the main menu, access the "Special Games" option. In the Special Games menu, choose the Ring Tournament. Now, on the "Code Entry" screen, put in the password for the Cup you want to play. After you play one of these tournaments, you will receive a new code to rank you on the mariotennis.com website.

Mario Cup: A3W5KQA3C
Luigi Cup: M1C2YQM1W
Peach Cup: OF9XFQOFR
Donkey Kong Cup: MM55MQMMJ
Wario Cup: UOUFMPUOM
Waluigi Cup: LA98JRLAR
Bowser Cup: N24K8QN2P
mariotennis.com Cup: 48HWOR48Z
Blockbuster Cup: ARM6JQARU

Monopoly

Potato Head: When choosing to add players to the game, go to the "Select A Token" screen and choose the Money-Bag. Rename the Money-Bag to Potato and the icon will now be a Potato Head character.

Zoom Control: Choose any Token from the "Select A Token" screen and change its name to Wander. In the middle of the game, press Z to bring up the Assets. Now press Up-C and besides rotating the screen with the Analog Stick, you can press the A button to zoom in and B to reverse the zoom.

Mortal Kombat: Mythologies

Go into the "Password" option and enter any one of the codes as shown. If you do the ums and lives codes correctly, you will hear the sound of fire after you exit. With the other codes, the effects are evident when you exit the screen.

10 Vitality Ums: NXCVSZ
1,000 Lives: GTTBHR
View Credits: CRVDT
Ultimate Cheat: ZCHRRY
Exploding Boss: RCKMND

NBA Courtside 2: Featuring Kobe Bryant

Three New Teams: At the main menu screen, highlight either "Quick Play" or "Arcade Play." Now press and hold C-Right+A simultaneously. You will hear a swish sound two times if the code was done correctly. Now at the team select screen, scroll over until you see three Special Teams: the Nintendo Plumbers, Left Field Lefties and the Nintendo Gamers.

NBA Showtime: NBA on NBC

On the "Tonight's Match-Up" screen, enter these codes with the Turbo, Shoot and Pass buttons the number of times shown, then press the Pad or Stick in the direction indicated by the code (For 4-3-2 Up, you would press Turbo, Turbo, Turbo, Turbo, Shoot, Shoot, Shoot, Pass, Pass, Up).
Tournament Mode: 1-1-1 Down

Show Shot Percentage: 0-0-1 Down
Show Hotspot: 1-0-0 Down
No Hotspots (2p must agree): 2-0-1 Up
Big Head Mode: 2-0-0 Right
Team Uniform (2p must agree): 4-0-0 Right
Alternate Uniform: 4-3-0 Right
Midway Uniform: 4-0-1 Right
Home Uniform: 4-1-0 Right
Away Uniform: 4-2-0 Right
Mascots: On the "Choose Option" screen, select the "Enter Initials" option. When asked to "Enter Name for Record Keeping," choose "Yes." Now put in the name and pin number for the team of your choice.
Hawks: HAWK/0322
Hornets: HORN/1105
Bulls: BENNY/0503
Nuggets: ROCKY/0201
Rockets: TURBO/1111
Pacers: BOOMER/0604
Timberwolves: CRUNCH/0503
Nets: SLV/6765
Suns: GORILA/0314
Sonics: SASQUA/7785
Raptors: RAPTOR/1020
Jazz: BEAR/1228

New Tetris, The

Turbo Mode: Select Single Player Mode, enter 2FAST4U as a name, then highlight "OK" and press A. When the game begins, the blocks will eventually fall very quickly.
Turbo CPU Mode: Select Single Player Mode, enter Al2EZ4U? as a name, then highlight "OK" and press A. When the game begins, the CPU's blocks will fall very quickly while your blocks will remain at normal speed.
Music Kaleidoscope: Enter the "Audio Options" screen and set the song to "Haluci" and the music mode to "Choose." Then select Single Player Mode, enter HALUCI as a name, then highlight "OK" and press A. A kaleidoscope will now appear in place of the game. *Note: The Nintendo 64 must be reset to quit this mode.*

NFL Quarterback Club 2000

Enter one of these codes at the cheat menu to get the results as shown.

Rugby Mode: RGBY
More Injuries: HSPTL
Big Football: BCHBL
Flubber Ball: FLBBR
More Fumbles: BTTRFNGRS
Large Coin at Toss: BGMNY
Players on Fire: HSNFR

Nightmare Creatures

Cheat Menu: Access the "Password" option from the main menu and enter Left, Up, Down-C, Left-C, Right-C, Up-C, Left-C, Down. A cheat menu will appear allowing you to choose your starting level. You will also have unlimited continues and the ability to play as a monster!

Perfect Dark

Easier Escape: In Area 51: Escape, get to the end of the level with the UFO. When Jonathan and Elvis are talking, make your way up the ramp and across to the computers that control the hangar doors. When Jonathan talks about escaping on the hover-bike, access the computer to the inner door, then the outer door. The cinema will show the UFO escaping. This is much quicker than having Jonathan do it all.
Carrington Knives Glitch: In the Carrington Institute, go all the way downstairs to the

hangar. Next to the worker is a hovering crate. Grab it and carry it upstairs to the firing range. Bring the crate inside the range itself and press START to bring up the weapons menu. Select the Combat Knife on the Bronze difficulty. Hold B to make it a throwing knife and then chuck as many knives as you can into the box before time runs out. Now carry the box out of the range and take it up the elevator to Daniel Carrington's office and leave it there. Now go back down to the firing range and access the Weapons Menu again. Use the Farsight XR-20 and aim above the range worker. You will see Carrington next to the box of knives. Aim for the box and blow it up. This will scatter the knives all over the floor. Now go upstairs to the device training room. Choose Cloaking Device training and head to Carrington's office through the passage. Once you get there, pick up the knives next to him, switch the weapon to your knives and start throwing them at Daniel!

Institute Exploration: Go to the firing range in the Carrington Institute. Make sure the outer door to the range is open. Now position yourself so that you are halfway between the door of the firing range and the entrance to it. If you are far enough in the range, you can press START to access your weapons. Pick the Slayer and choose the Fly-By-Wire Rocket. Shoot it out by the workers and guide the rocket down the hall and through the outer door so it goes into the Carrington Institute. Now you can go for a tour of the place via rocket!

Easy Objective: First turn on any cheats that give you an explosive weapon, such as the Rocket Launcher or Phoenix (on its second mode). Start Mr. Blonde's Revenge on Perfect Agent. Kill any of the guards that get in your way, and make your way up the stairs to the pair of elevators. Take one of your explosive weapons and shoot the elevator on the left. A body may appear inside the elevator. Now go to the elevator on the right and get in. As you progress upward, the screen will say, "Objective 2 Completed." This is an easy way to kill the dataDyne captain.

Cool Cinema: First turn on the Laptop Gun and Unlimited Ammo in the Cheats. In Carrington Institute - Defense, go to the hangar when you first begin and deploy the Laptop Gun onto the roof above the dropship. Once you complete all the missions, you will see the Laptop Gun constantly fire at the Skedar in the cinema!

Pokémon Puzzle League

V-Hard Difficulty: In the Puzzle Village, choose 1P Stadium and then pick your name or guest at the Name Select screen. On the Game Settings screen, press and hold the Z button and then press L-Shoulder, L-Shoulder, A, B. The V-Hard difficulty level will appear underneath the others.

S-Hard Difficulty: Hold the Z button and press R-Shoulder, L-Shoulder, A, B. Now you have two entirely new levels of challenge in the game!

Trainer Taunts: In a 2P game, the first one to select his/her character can press the A button repeatedly to keep taunting your opponent until they pick their character.

Unlock Trainers: On the "Select Trainer" screen, press and hold L-Shoulder-R-Shoulder+Z simultaneously on controllers one and two. The questions marks will then go away and the characters will be revealed.
Hidden Mewtwo Stage: Start a 2P game. On the "Select Trainer" screen, press and hold Z.



While holding this button, press B, Up, L-Shoulder, B, A, START, A, Up, R-Shoulder (To help you remember the code, it spells BUL-BASUR). Mewtwo's stage will automatically appear. Player 1 will be Ash and Player 2 will be Mewtwo.

Level 99 Speed Marathon: On the title screen, press and hold Z. While holding this button, press B, A, L-Shoulder, L-Shoulder. You will hear a sound. Choose Marathon in Puzzle Village and on the Game Settings screen, you will see that you can set the speed level to 99!

Pokémon Stadium

You must have the Yellow version of the Game Boy Pokémon game for this to work.

Pikachu Talks: Upload Pikachu from the game to Pokémon Stadium. Don't register Pikachu. Now start a battle and use Pikachu. When battling, Pikachu will say its name and have new animations for some of its moves.

Quake II

Unlimited Ammo in Multiplayer: S3T1 NF1N 1T3S HoTS

Low Gravity in Multiplayer: S3TL0WGR V1TY ????

Final Mission Password: To access the "Password" screen, choose "Load Game," then press B when the list of saved games appears. Now enter F60? VQCH? BHF DQQL as password.

Timed Mission: First, make sure you have no Controller Pak in the Control Pad. On the title screen where you see "Start" and "Options," highlight "Start" and enter it. On the "Mode" screen, choose a Single game. On the "Start Game" screen, choose Load. When it asks you for a Controller Pak, choose the "Do Not Use" option. This will bring you to the "Password" screen. Now enter FBBC VBFB FBBC VBF7 as a password. You will automatically be brought to a timed game and it will be called "Mission 0."

Rampage 2: Universal Tour

Master Code: Enter BGGY on the password screen and go to the options screen. A new option will be available called "Cheats." Now you can select your starting level, damage amount, number of lives and more!

Ready 2 Rumble Boxing

Select Championship Mode from the main menu. Then, choose "New Game" and enter your gym name as one of the passwords shown below.

Bronze Class Boxers: BRONZE (This also opens up Kemo Claw in Arcade.)

Silver Class Boxers: SILVER (This also opens up Bruce Blade in Arcade.)

Gold Class Boxers: GOLD (This also opens up Nat Daddy in Arcade.)

Champ Class Boxers: CHAMP (This also opens up Damien Black in Arcade.)

New Costumes: In Arcade Mode, go to the boxer selection screen and press C-Left+C-Up at the same time.

Easy Training: From the main menu, choose Championship Mode. Start a new game, name your gym, choose a boxer and pick the "Train Boxer" option. Now highlight "Rumble Aerobics Training," press Left, then quickly press A. If you did it fast enough, you will purchase the Rumble Mass Nutrition Regime (which costs \$25,000) for \$500! This will boost your strength and experience very quickly. You can also purchase the Sway Bag

for \$500 instead of \$1,000 by pressing Right instead of Left.

Rush 2: Extreme Racing USA

Tag Mode: Choose the Practice Mode with two players. Then, after both players have selected their cars, press Up-C a couple of times during the countdown. When the game begins, the word "It" will appear on the second player's half of the screen. The player who is not "It" becomes "It" when his car is hit by the other player, or is destroyed. A time will keep track of how long the current player has been "It."

At the Setup screen, hold L-Shoulder+R-Shoulder+Z. While holding these, press all four C-buttons. A cheat menu will appear where you can access the tricks below.

Mass: Highlight "Mass" and hold L-

Shoulder+R-Shoulder and press Up-C, Down-C, Left-C, Right-C.

Killer Rats: Highlight "Killer Rats" and hold L-Shoulder+R-Shoulder and press Z, Z, Z, Z.

New York Cabs: Highlight "New York Cabs" and press R-Shoulder, L-Shoulder, Z, Up-C, Down-C, Up-C.

Resurrect in Place: Highlight "Resurrect in Place" and hold Z+Left-C, and press Right-C. Then hold Z+Right-C and press Left-C.

Frame Scale: Highlight "Frame Scale" and hold Z+Down-C, and press Up-C. Then hold Z+Up-C and press Down-C.

Tire Scaling: Highlight "Tire Scaling" and hold Z+Left-C, and press Right-C. Then hold Z+Right-C and press Left-C.

Auto-Abort: Highlight "Auto-Abort" and quickly press Up-C four times.

Game Timer: Highlight "Game Timer" and hold Z+Left-C, and press Up-C. Then hold Z+Up-C and press Down-C.

All Cheats: Highlight any cheat option and press L+R+Z+C-Up+C-Down+C-Left+C-Right repeatedly until each cheat becomes selectable.

San Francisco Rush 2049

On the main menu screen, move down and highlight "Options." Then press the L-Shoulder+R-Shoulder+C-Up+C-Right+Z buttons simultaneously. Keep doing this until you see a new option called "Cheats" appear at the bottom of the menu. Access this new option to get a list of all the cheats you can unlock with these codes as shown. (Note: The timing is tricky, you must enter them VERY quickly and you may need to try them several times before they will appear.)

All Parts: Highlight All Parts. Press and hold L-Shoulder+R-Shoulder. While holding these, press Z. Release all buttons. Press C-Down, C-Up, C-Left, C-Right. Press and hold L-Shoulder+R-Shoulder. While holding these, press Z.

Invincible: Highlight Invincible. Press C-Right, L-Shoulder, R-Shoulder, R-Shoulder, L-Shoulder. Press and hold C-Left+C-Down. While holding these, press Z.

S.C.A.R.S.

On the "Option Settings" screen, move down to the "Password" option and enter one of these codes for the results shown.

Crystal Cup: LGSSXX

Diamond Cup: CRKKYY

Zenith Cup: DZPKKK

Master Mode: PXPRTS

Scorpion Car: SDSSRT

Cobra Car: TRTLLL

NFL Blitz 2001

When the "Today's Contest" screen appears, enter codes with the Turbo, Jump and Pass buttons. Press the buttons the number of times shown below, and then press the D-pad in the direction indicated to complete the code.

(For example, if the code is 3, 4, 5, Right, you will press Turbo three times, Jump four times, Pass five times and the press Right on the D-pad).

Infinite Turbo: 5, 1, 4, Up.

Fast Turbo Running: 0, 3, 2, Left.

Power-Up Offense: 3, 1, 2, Up.

Power-Up Defense: 4, 2, 1, Up.

Power-Up Teammates: 2, 3, 3, Up.

Power-Up Blockers: 3, 1, 2, Left.

Super Blitzing: 0, 4, 5, Up.

Super Field Goals: 1, 2, 3, Left.

No Interceptions: 3, 4, 4, Up.

No Random Fumbles: 4, 2, 3, Down.

No First Downs: 2, 1, 0, Up.

No Punting: 1, 5, 1, Up.

Allow Stepping out of Bounds: 2, 1, 1, Left.

Fast Passes: 2, 5, 0, Left.

Turn Off Stadium: 5, 0, 0, Left.

Lights Out: 5, 3, 4, Down.

Late Hits: 0, 1, 0, Up.

Show Field Goal Percentage: 0, 0, 1, Down.

Show Punt Hang Meter: 0, 0, 1, Right.

Use Team Plays: 1, 0, 0, Up.

Hide Receiver Name: 1, 0, 2, Right.

Invisible: 4, 3, 3, Up.

Big Football: 0, 5, 0, Right.

Big Head: 2, 0, 0, Right.

Huge Head: 0, 4, 0, Up.

No Head: 3, 2, 1, Left.

Headless Team: 1, 2, 3, Right.

Team Tiny Players: 3, 1, 0, Right.

Team Big Heads: 2, 0, 3, Right.

No Play Selection (2P must agree): 1, 1, 5, Left.

Show More Field (2P must agree): 0, 2, 1, Right.

No CPU Assistance (2P must agree): 0, 1, 2, Down.

Power-Up Speed (2P must agree): 4, 0, 4, Left.

Hyper Blitz (2P must agree): 5, 5, 5, Up.

Smart CPU Opponent (1P game only): 3, 1, 4, Down.

Tournament Mode (2P game only): 1, 1, 1, Down.

Always Quarterback (2P teammate required): 2, 2, 2, Left.

Always Receiver (2P teammate required): 2, 2, 2, Right.

Old Day Stadium: 5, 0, 1, Up.

Old Night Stadium: 5, 0, 2, Up.

Baseball Stadium: 5, 0, 2, Left.

Old Snow Stadium: 5, 0, 3, Up.

Grass Field: 3, 0, 0, Up.

Asphalt Field: 3, 0, 1, Up.

Dirt Field: 3, 0, 2, Up.

Astroturf Field: 3, 0, 3, Up.

Snow Field: 3, 0, 4, Up.

Fog On: 0, 3, 0, Down.

Clear Weather: 2, 1, 2, Left.



Cheetah Car: NRNNRR

Panther Car: YMSTTR

All Cars and Tracks: WLLVDD

Open All Secrets: At the player select screen, press Left, Up, Right, Down, Z, R, Down, Left, Up, Right. Every cheat will now be opened.

Star Wars: Ep. 1 Racer

Debug Trick: Go to an empty game file and push the A button. This will bring you to the screen where you would normally enter your initials. While in this screen, hold down the Z button and use the L-Shoulder button to type in RRTANGENT. Now scroll over to the "End" option while still holding Z and hit the L-Shoulder button once more. At this point nothing will happen. Now, while still holding Z, push the B button to exit the screen and then push A to bring you back into the Initials screen. Now, while holding Z and using L-Shoulder button, type in ABACUS. Scroll over to the "End" option and while holding Z, push L. It should say, "OK." Now begin any saved game and start a race. While in the race, pause the game. While on the "Pause" menu push Left, Down, Right, Up. The "Game Cheats" option should appear. From this screen you should be able to toggle Invincibility, AI speed, Intelligence, Mirror Mode and Edit Vehicle Stats!

Auto Pilot: First, put in the Debug Trick. Then

while playing a game, press R-Shoulder+Z to activate auto pilot, where you only have to control the speed of your pod racer. Press R-Shoulder+Z again to de-activate the auto pilot and get back full control of your racer. **All Tracks and Racers:** First, put in the Debug Trick. After that code has been activated, go to the main screen and press and hold L-Shoulder+R-Shoulder. Next, press Right-C. It should say, "All Pods and All Tracks Unlocked" in blue and white flashing letters. The file with all pods and tracks will be at the bottom and will be named "DBG." Go into that file and all the pods and tracks are available for use.

Insult the Favorite: Press and hold the Z button before starting a race.

Tarzan

Level Select Cheat: From the main menu screen, press Left, Left, Right, Right, Up, Down, Left, Right, Up, Up, Down, Down. You will see the word, "Cheats" as the last option on the menu. Access this option to get a level select menu. Press Right to see more levels, including the bonus stages.

Tony Hawk's Pro Skater

Choose Career Mode from the main menu and begin your game. While playing, press START to pause. Press and hold the L-



XXX-Treme

Wetrix

Change Floor Sets: If you complete all 16 practice rounds, the background color of the main screen will change to red. Go to the options screen and you'll see a new option called "Floor." This will let you choose from many different floor sets such as the Mona Lisa and the American Flag.

Hexen 64

Go into the game and press **START** to pause. At the "Pause" screen menu, enter the main cheat code with the **C** buttons on your controller: **Up-C, Down-C, Left-C, Right-C**. You will hear a sound and a new "Cheat" option will appear underneath the other options. Access this option and you will see some faded, dark red options that you cannot access. More codes must be entered to make the rest of the cheats work. Enter the following codes quickly on the Cheat menu.

God Mode: Left-C, Right-C, Down-C.
Go Through Walls: Up-C 20 times, Down-C.

Level Select: Left-C, Left-C, Right-C, Right-C, Down-C, Up-C.

Instant Enemy Deaths: Down-C, Up-C, Left-C, Left-C.

Health: Left-C, Up-C, Down-C, Down-C.

Excitebike 64

On the main menu screen, press and hold the following buttons in this order: **Hold L-Shoulder**, then **hold C-Right**, then **hold C-Down**. While holding these buttons, press **A** and the "Enter a Cheat Code" menu will appear. On this screen, you may enter any of these passwords as shown.

Big Head Mode: BLAHBLAH

Invisible Rider: INVISRIDER

Stunt Bonus: SHOWOFF

Unlock Every Stunt: TRICKSTER

Mirror Tracks: YADAYADA

Tiny Head: PINHEAD

Beat This! PATWELLS

Night Mode: On the main menu screen, press and hold the following buttons in this order: **Hold L-Shoulder**, then **hold C-Right**, then **hold C-Down**. While holding these buttons, press **A**. The "Enter a Cheat Code" menu will appear. On this screen, input **MIDNIGHT**.

Extreme G: XG2

To get any of these codes to work just get to the bike selection screen and press the **R-Shoulder** to get to the "Customize" screen. Now move over to the "Enter Name" option, access it and put in the passwords for the results shown below.

Cause Track to Spin: SPIRAL
Paper Airplanes/WipeOut-Style Ships in Place of Cyber Bikes: 2064

Wire Frame Mode: LINEAR

Unlimited Nitros: XXX

Overhead View: SPYEE

Remove All Meters and Text from Screen: NOPANEL

Extra Boost of Speed and Acceleration: XCHARGE

Shoulder: While holding **L**, enter one of the following button combinations. The screen will shake if entered correctly.

Random Locations: Left-C, Right-C, Down-C, Up, Down.

Fewer Falls: Up-C, Right-C, Left, Right-C, Right, Up, Down.

Slow Motion: Down, Down, Up-C, Right-C, Left.

Turbo Skater: Right, Up, Down, Down, Up, Down.

Stats Raised to 10: Down, Right, Up, Right, Up, Left, Left-C.

All Tapes: Right-C, Left, Up, Up-C, Up-C, Right, Down, Up.

Faster Specials: Up-C, Left, Down-C, Down-C, Up, Down, Right.

Toy Story 2

Level Select: On the main menu/title screen, use the Analog Stick—not the Pad—and press it in the following directions: **Up, Up, Up, Up, Down, Down, Up, Up, Down, Down, Down**. You will hear an animal noise if the trick was done correctly. When you begin your game, press **Right** on the Analog Stick to move to different stages. Now you can choose your starting level!

Triple Play 2000

Three Balls: When you are pitching or up to bat, hold **L+R+Z** and press **Up**, **Down** on the **D-Pad** or Analog Stick. You will hear a click. One more ball and you walk!

Three Outs: Hold **L-Shoulder+R-Shoulder+Z** and press **Down**, then **Up** on the **D-Pad** or Analog Stick. This is a quick way to end the innings!

Turok 3: Shadow of Oblivion

From the main menu screen, access the "Secrets" option. Choose "Enter New Secret" and put in the passwords as shown below.

We hope you know your animals!

Play Chapter 1: Frog, Elk head, Horse, Dragonfly, Wolf head, Rabbit.

Play Chapter 2: Owl, Horse, Elk head, Elk head, Elk head.

Play Chapter 3: Owl, Rabbit, Bear, Beetle, Frog, Cougar.

Play Chapter 4: Bear, Horse, Raven, Eagle head, Horse, Coyote.

Play Chapter 5: Bear, Dragonfly, Horse, Bear, Frog, Elk head.

Invincibility: Raven, Fish, Eagle head, Bear, Lizard, Rabbit.

All Weapons: Owl, Bear, Owl, Beetle, Hawk, Owl.

Unlimited Ammo: Fish, Elk head, Bull head, Snake, Eagle, Fish.

All Keys: Lizard, Dragonfly, Bull head, Bear, Wolf head, Eagle head.

Headless: Lizard, Elk head, Eagle head, Owl, Fish, Horse.

Big Heads: Cougar, Wolf head, Snake, Rabbit, Lizard, Coyote.

Big Hands and Feet: Lizard, Lizard, Dragonfly, Horse, Lizard, Coyote.

Skinny: Horse, Eagle head, Snake, Cougar, Beetle, Fish.

Shorty: Frog, Frog, Fish, Beetle, Wolf head, Cougar.

Deathmatch Mannequins: Snake, Bull head, Snake, Frog, Bear, Elk head.

Pen and Ink: Cougar, Horse, Elk head, Fish, Cougar, Hawk.

Gasping: Dragonfly, Bull head, Rabbit, Fish, Eagle head, Raven.

Gouraud: Lizard, Fish, Beetle, Fish, Wolf head, Dragonfly.

Menu Madness: Rabbit, Owl, Horse, Beetle,

Bear, Bear.

Clean Screen: Rabbit, Owl, Lizard, Elk head, Fish, Rabbit.

Credits: Elk head, Elk head, Elk head, Elk head, Elk head, Elk head.

WCW Nitro

All of these codes are to be entered at the title screen.

Balloon Heads: Left-C(7), L-Shoulder, Z.

Damage to wrestlers makes their heads swell.

Big Heads, Hands and Feet: R-Shoulder(7), Right-C, Z.

All Wrestlers: Right-C(4), L-Shoulder(4), Z.

Extra Rings: Left-C, L, Right-C, R-Shoulder, Left-C, L-Shoulder, Right-C, R-Shoulder, Z.

Big Heads: Right-C(7), R-Shoulder, Z.

Dance Move: First you must unlock the extra rings to do this trick. Choose the **Disco Ring** from the options screen. If you hit **B** when competing in the **Disco Ring**, the fighters will do a little dance.

WinBack: Covert Operations

Trial Mode: On the title screen that says "Press Start," enter **Up, Down, Down, Right, Right, Right, Left, Left, Left, Left, hold C-Down** and press **START**. Now **Trial Mode** will be available. You can play any level in the game in this mode.

Open All Multiplayer Characters: On the title screen that says "Press Start," enter **Up, Down, Down, Right, Right, Right, Left, Left, Left, hold C-Up** and press **START**. This will give you access to all the characters, including the bosses!

Max Power: This trick will give you all the game's weapons with unlimited ammunition. On the "Press Start" screen, quickly press **C-Right, C-Left, C-Right, C-Left, C-Down, C-Up, C-Down, C-Up**, then hold the **L-Shoulder** and press **START**. You will hear a gunshot if entered correctly.

World Driver Championship

Access all **G2 Circuit Cars** in **Championship Mode**, after entering your name and hearing

from the racing teams, you come to the **GT2 Circuit** menu. It says, "Teams/Even Select," "Save Game" and "Main Menu" on the left. Using the **SECOND Controller**, press **Z**, **Right, Z, Z, Z, B, C-Down, A, Right, START**. There will be no notification and the screen will advance when you hit **A**, but all of the **GT2 cars** will be available. *Note: No experience points will be gained and the same number of Gold Cups will still be needed to unlock events.*

WWF WrestleMania 2000

These characters aren't readily available, so here are the methods you'll need to use to open them up.

Dude Love: Win **King of the Ring** and be part of the main event at **Summerslam**. **Dude Love** will come out at the end.

Cactus Jack: Win the **Hardcore Belt** and then beat **Cactus Jack**.

Jerry Lawler and Jim Ross: These two **WWF** announcers join your list of wrestlers once you've made it to **WrestleMania**.

Shawn Michaels: Win the **Royal Rumble** and earn a title shot at **WrestleMania**. Once you win the title, **Shawn Michaels** will challenge you. Beat this wrestler to unlock him.

Stephanie McMahon: Play as **Test** for the first month and a half of **Road to WrestleMania** and she will accompany you.

Paul Bearer: Play as **Undertaker** for the first month and a half of **Road to WrestleMania** and he will accompany you.

Xena Warrior Princess: Talisman of Fate

For each trick, first go to the main menu screen and quickly press **Right, Right, Left, Left, Right, Left, Right**. You will hear a sound. Then enter the codes as shown.

Xena VS. Gabrielle (Hope) in Quest Mode: C-Left, C-Left, C-Left, C-Left.

Despair As a Playable Character: C-Left, C-Right, C-Left, C-Right.

Higher (Titan) Difficulty Level: C-Up, C-Down, C-Up, C-Down. A new difficulty setting called "Titan" will replace "God" difficulty.

San Francisco Rush 2049

On the main menu screen, move down and highlight "Options." Next, press the **L-Shift+R-Shift+C-Up+C-Right+Z** buttons simultaneously. Keep doing this until you see a new option called "Cheats" appear at the bottom of the menu. (You must enter them VERY quickly and you may need to try them several times before they will appear.)

Super Tires: Highlight Super Tires.

Press **Z, Z, Z, L-Shift, R-Shift, C-Up, C-Up, C-Left, C-Right, C-Down**.

All Cars: Highlight All Cars. Press **C-Left, C-Left, C-Left, C-Up, C-Up, C-Right, C-Right, C-Right, C-Down, C-**

Down, C-Down. Press and hold **L-Shift+R-Shift+C-Left+C-Up+C-Right+C-Down**, then press **Z**.

Invisible Track: Highlight Invisible Track. Press **C-Right, C-Right**. Press and hold **L-Shift+R-Shift** and press **C-Left**. Press **C-Left, C-Left**. Press and hold **L-Shift+R-Shift** and press **C-Right**.

Battle Paint Shop: Highlight Battle Paint Shop. Press **Z, Z, Z, C-Down, C-Down, C-Down, C-Left, C-Left, C-Left, C-Right, C-Up, C-Left, C-Down**.

Invisible Car: Highlight Invisible Car. Press **C-Right, C-Down, C-Left, C-Right, L-Shift, R-Shift, Z**.



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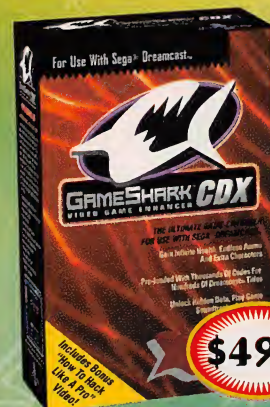


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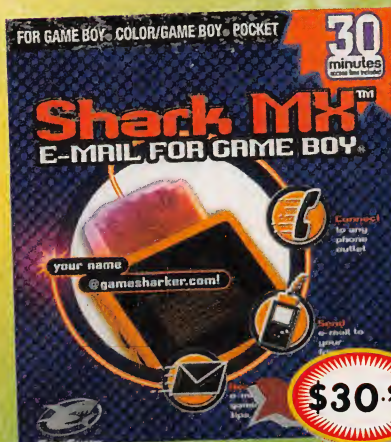


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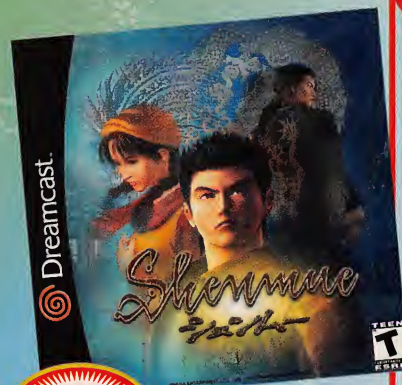
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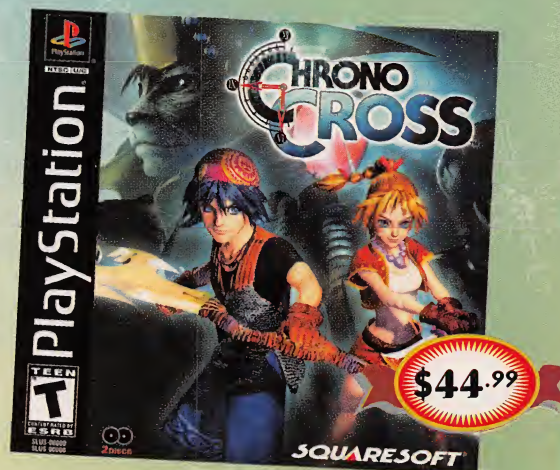
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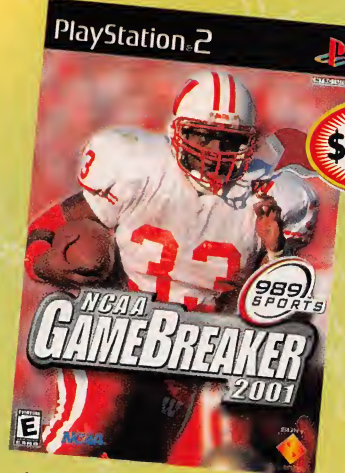
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PlayStation

40 Winks

First, press **START** to pause the game and then press and hold the **SELECT** button while quickly entering these codes. All 40 Winks: Left, Down, Right, Right, Right (You must do this code while you are in the house).

All Dream Keys: Circle, L1, L2, L1, L2 (You must do this code while you are in the house).

All 10 Moons: Up, L2, Left, R2, Left.

All 50 ZZs: Right, L1, Up, R1, L1.

All 40 Cogs: Down, R2, L1, Up, R2.

Big Head: L1, Up, Right, L2, Up.

Armored Core: Project Phantasma

Fixed Camera: Press and hold Circle+X simultaneously. While doing this, press **START**. Press **START** again to unpause the game and the camera will be in the "fixed" position. To return to the regular camera view, just pause and unpause the game one more time.

Cockpit View: Press and hold Triangle+Square simultaneously. While doing this, press **START**. Press **START** again to unpause the game and the camera will be in the cockpit point of view. To return to the regular camera view, simply pause and unpause the game one more time.

Change Pilot's Name: With "A.C. Name Entry" highlighted, press and hold **SELECT**. Then press the X button. You will now be able to change your originally registered pilot's name.

Emblem as Raven's Nest Wallpaper: While in "Edit Emblem," press and hold the L1 and R1 buttons and then press **SELECT**. The selected emblem will be tiled over the background.

Army Men: Air Attack

Enable All Co-Pilots: Press **START** on the title screen to go to the main menu. On the main menu, access the password screen. Now enter this code to get access to all the co-pilots: Up, Down, Up, Down, Up, Down, Up, Down. Press **START** to accept the code. Begin a new game and move down to the Co-Pilot option to access them.

Asteroids

On the title screen when "Press Start" is flashing, press and hold the **SELECT** button and enter one of the following codes.

Unlock Classic Asteroids: Circle, Circle, Circle,

Triangle, Square, Square, Circle.

Unlock the Fourth Ship: Triangle, Circle, Circle, Triangle, Square, Circle, Square.

Level Select: Square, Triangle, Circle, Triangle, Triangle, Square, Circle (Change levels and zones and turn the collision off by pressing **SELECT**+**START** and then choosing the option you want. Press L1 to activate that cheat).

Classic Cheats: The following codes will work once you pause in the middle of the classic Asteroids game.

Add One Life: Up, Down, Left, Right, Circle, Square, X, Triangle.

99 Lives: Up, X, Down, Triangle, Left, Square, Right, Circle.

Invincibility: Down, Down, Up, Up, Circle, Square, Triangle, Triangle.

Bass Landing

Check out the *Free Fishing Mode* on your next *Bass Landing* outing and experiment with the *Lake Configuration* settings. Here are some suggestions as to how to configure the lake conditions for that optimal fishing experience. Now you can hook your limit!

Lake: Luner Lake.

Pressure: None.

Season: 4 Mid - 6 Mid (April-June) or 8 Mid - 10 Mid (August-October).

Weather Yesterday: Cloudy/Sunny.

Weather Today: Cloudy/Sunny.

Wind Direction: East.

Wind Speed: 0.0 to 1.0.

Water Temp: 60° - 70°.

Water Quality: Clear.

Start Time: 6:00 - 8:00 or 15:30 - 17:30.

Time Elapsed: None.

Best Lures: Spinnerbait and Popper.

Hint: Fish like to hide in and around vegetation.

Bust-A-Move 4

Enter these codes quickly at the title screen while the words "Press Start Button" flash.

More Puzzles: At the title screen, press Triangle, Left, Right, Left, Triangle. You will hear a sound and see a little green spinning icon in the lower-right corner of the screen to confirm that it worked. From the game menu, choose "Puzzle" and then pick "Arcade."

Choose your difficulty level and then you'll be able to play a plethora of new stages!

All Characters: Right, Right, Triangle, Left, Left. You will hear a cheering sound to con-

firm that it worked.

Tarot Reading: Up, Triangle, Down, Triangle, Up (this opens in the option menu). You will hear a cheering sound to confirm that it worked.

Talk Demonstration: Square, Up, Left, Down, Right, Up, Square, Down, Left, Up, Right, Down, Square. You must have put in the All Characters and Tarot Reading first, for this to work. You will hear a cheering sound to confirm that it worked.

Bust-A-Move '99

New Puzzles: At the "Press Start Button" screen, press Circle, Left, Right, Circle. You should see an enemy in the bottom-right corner of the screen. Now press **START** and go into Arcade Mode. Choose "Puzzle" from the game select screen. Choose your difficulty and your character. Now pick your starting level (A or B) and you will have new puzzle challenges!

Civilization II

Money Code: After you create your first city, access the "City" option. At the city screen, choose "Rename" and enter the name of your city as _CasH. When you enter the upper case H, be sure to hold the R1 button at the same time. Instead of 50, you will start out with almost 30,000 gold! Repeat this code once your money gets low again.

Colin McRae Rally

Open All Tracks: From the main menu screen, choose Championship Mode, then choose "Continue." When asked to enter your name, put in the following password: OPENROADS and then move to OK and press X. You will hear a voice say, "Trick mode enabled." Once you hear this, go back to the main menu screen and choose "Rally." When you go to choose your track (country), you will see that you can now choose the Super-Special stage in Greece.

Command & Conquer: Red Alert Retaliation

In the middle of the game, press the Triangle button to bring up the sidebar. Now, move the cursor over the appropriate symbols (X, Circle, Triangle, Square) and key in each sequence with the Circle button to obtain the following results.

Win Current Mission: Circle, Circle, Triangle, X, X, Square.

Lose Current Mission: Circle, X, Circle, Square, Square, X.

Unshroud: Triangle, Triangle, X, Circle, Triangle, Square. This turns off the shroud so you can see everything in the level.

Increase Money: X, X, Square, Circle, Circle. This increases your money by \$1,000 each time you enter the code.

Equip Parabomb: X, X, X, Circle, Triangle, Square.

Equip Nuke: Circle, X, Circle, Circle, X, Square. **Equip Chrono:** Square, Circle, Triangle, X, Circle, Circle.

Equip Iron Curtain: Square, X, Circle, X, Triangle, Triangle.

Change Civilian Names: Square, Square, Circle, Circle, Triangle, Triangle. This replaces the generic "civilian" names with real names.

GameShark Codes

Alien Resurrection

Infinite Health	8010D6201000
Inf. Flashlight	8011BCCF04B0
Inf. Pistol Ammo	8011BCC40064
Inf. Shotgun Ammo	8011BCC60064
Inf. Pulse Ammo	8011BCC80064
Inf. Flame Ammo	8011BCCA0064
Inf. Grenade Ammo	8011BCCC0064
Inf. Laser Ammo	8011BCCCE0064

Break Out

Infinite Lives	D11F46140000
	801F46144E20
	D11F45200000
	801F45200014
Have All Power Ups	301F6F200001
	301F6F210001
	301F6F220001
	301F6F230001
	301F6F240001
	301F6F250001
	301F6F260001
	301F6F270001
	301F6F280001

Unlock All Areas On The Map
801EA2240006

Unlock All Sub Levels
801EA2380004
801EA5440004
801EA2940004
801EA3700005
801EA40C0006

Buzz Lightyear of Star Command

Infinite Credits	800B57E603E7
Infinite Health	800B57DE0190
Infinite Fuel	800AA4E00900

Contender 2

P1: Bruno Infinite Health	8008A470008F
	80128FC0008F
P1: Bruno Infinite Stamina	80128FD80064
Hit L2 To End Round!	D00BC66AFEFF
	800A45C40000

P1: One Hit Knocks Down The Tough Opponents!
80190A4C0000

	801845EC0000
	801869E40000
	8018AFC00000
	801813B00000
	80187C400000
	801869880000
	8018463C0000
	801820600000
	80187D5C0000
	8017F70C0000
	80181BE00000

Unlock All Characters
50000B010000
300AE9600001

P1: Sergio Infinite Health
8008A470008F
80124A98008F

P1: Gabrielle Infinite Health
8008A470008F
8012CDB4008F

P1: Gabrielle Infinite Stamina
8012CDDC0064

P1: Damien Infinite Health
8008A470008F
8012C820008F

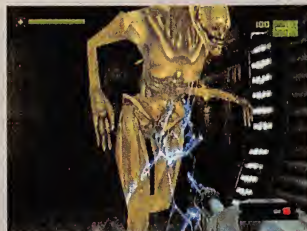
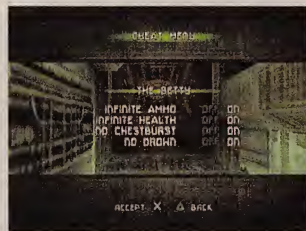
Continued on Page 60

Alien Resurrection

Cheat Menu: On the main menu screen, press Circle, Left, Right, Circle, Up, R2. You will hear a sound. Now go down and access the options. In the options menu, there will be a new setting called Cheat Menu. Go into this

menu to access a level select, Infinite Ammo, Infinite Health, No Chestburst and No Drop.

Ghanem Salem Ghanem
United Arab Emirates





GameShark Codes

Continued from Page 59

P1: Damien Infinite Stamina	8012C8380064
P1: Sergio Infinite Stamina	80124AB00064
P1: Mabut Infinite Stamina	80128F080064
P1: Greta Infinite Stamina	80124A540064
P1: Greta Infinite Health	8008A470008F
	80124A3C008F
P1: Mabut Infinite Health	8008A470008F
	8012EB00008F
P1: Alex Infinite Health	8008A470008F
	801226F0008F
P1: Alex Infinite Stamina	801227080064
P1: Julio Infinite Health	8008A470008F
	80128EF0008F
P1: Julio Infinite Stamina	80128F080064

Cool Boarders 2001

Enable Code	D00B11CC023A
	800B11CE1000
	D00B1144000A
	800B11461000
All Levels Unlocked	8006BE34FFFF
	8006BE36FFFF
	8006BE38FFFF
	3006BE3A00FF
All Boards Unlocked	3006BF0C00FF
All Characters Unlocked	8006C2FCFFFF
All Trick Gates Won	800778640000
Always Place First	D00A68920003
	800A68920001
Max Score	800A68ECE0FF
	800A68EE05F5

Dragon Valor

Max HP	800A5AE0064
	800A5B00064
Max MP	800A5B20064
	800A5B4A0064
Max Val	800A2DD02700
Max All Magic	800A2E060303
	800A2E060303
	800A2E060303
Max Heal Magic	300A2E060003
Max Defense Magic	300A2E070003
	300A2E080003
Max Fire Magic	300A2E090003
Max Ice Magic	300A2E0A0003
Max Thunder Magic	300A2E0B0003
	300A2E0C0003
Max Mine Magic	300A2E0D0003
Max Stealth Magic	300A2E0E0003
Max Vortex Magic	300A2E0F0003

F1 Racing Championship

Championship-Drive Off Road	300C8A8C0000
	300C8B040000
	300C8B7C0000
	300C8BF40000
Max Race Pts. Championship	800ADB8C270F
Quick Win	800C8994000F

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Soylent Green: Square, X, Square, X, Square, X. Harvest people instead of ore.

Cool Boarders 4

To access these cheats, go to the name entry screen and put in the following pass-codes. You will hear a voice say, "Hey, no cheating" to confirm that you've entered the code correctly.

Every Mountain Available: ICHEAT
Every Special Event Available: IMSPECIAL

Crash Team Racing

On the main menu screen, hold L1+R1 and press the following button combinations to get the results as shown. You will hear a noise when entered correctly.

Unlock Komodo Joe: Press Down, Circle, Left, Left, Triangle, Right, Down. You can play as Komodo Joe in any mode except Adventure.

Unlock Papu Papu: Press Left, Triangle, Right, Down, Right, Circle, Left, Left, Down. You can play as Papu Papu in any mode except Adventure.

Unlock Pinstripe: Press Left, Right, Triangle, Down, Right, Down. You can play as Pinstripe in any mode except Adventure.

More Tracks: Right, Right, Left, Triangle, Right, Down, Down.

Invisible Racer (only wheels): Up, Up, Down, Right, Right, Up.

Super Turbo Pads: Triangle, Right, Right, Circle, Left.

Scrapbook Option: Up, Up, Down, Right, Right, Left, Right, Triangle, Right.

"Unlimited" Tricks: After entering one of these next tricks, you will have to reset the game to get a different unlimited object.

Unlimited Wumpa Fruit: Down, Right, Right, Down, Down.

Unlimited Bombs: Triangle, Right, Down, Right, Up, Triangle, Left.

Unlimited Masks: Left, Triangle, Right, Left, Circle, Right, Down, Down.

Unlock a New Racer: On the main menu screen, press and hold L1+R1 simultaneously. With these held, press Down, Right, Triangle, Down, Left, Triangle, Up. You will hear a ringing sound to confirm that you entered the code correctly. Now choose either "Time Trial," "Arcade," "VS." or "Battle." On the player selection screen, you will see a new character at the bottom called "Penta Penguin." Now this character is ready to race in any of the modes except Adventure Mode.

At main menu screen (with Adventure, Time Trial, etc.), press and hold L1+R1 and enter one of these codes (works in any mode except Adventure).

Ripper Roo: Right, Circle, Circle, Down, Up, Down, Right.

N. Trophy: Down, Left, Right, Up, Down, Right, Right.

Dave Mirra Freestyle BMX

Unlock Slim Jim: On the rider select screen, press Down, Down, Left, Right, Up, Up, Circle.

Unlock All Bikes: On the bike select screen, press Up, Left, Up, Down, Up, Right, Left, Right, Circle.

Unlock All Styles: On the style select screen, press Left, Up, Right, Down, Left, Down, Right, Up, Left, Circle.

Destruction Derby 2

Access All Tracks: Using Controller One, go into the "Race Mode" screen and select either Wrecking Racing or Stock Car Racing. Select "Championship" at the "Race Type"

Duke Nukem: Land of the Babes

From the main menu screen, access the Options. Move down and access Cheats. On the screen are locked versions of most of the codes.

Level Select: Circle, X, Square, Square, X, Square, Circle.

Invincibility: L1, Square, Circle, Circle, Square, L1, L2.

All Weapons: R2, X, L1, Square, R1, Circle, L2.

Infinite Ammunition: L2, Circle, R2, Square, Circle, L2, R1.

Double Damage: Square, Square, Square, Circle, Circle, Circle, X.

Temporary Invincibility: L1, L1, L1, L1, L1, L1, R2.

Invisibility: Square, X, Circle, Square, X, Circle, Square.

Full Ego: R1, R1, Circle, Circle, L1, L1, R2.

Full Armor: L1, L1, R1, R1, X, X, Circle, Circle.

First Person View: L2, R1, L1, R2, Circle, X, Square.

Big Head Duke: Square, Square, X, Circle, Circle, X, Square.

Small Head Duke: Square, X, Circle, Circle, X, Square, Square.

Big Head Enemies: X, X, R1, X, L1, X.

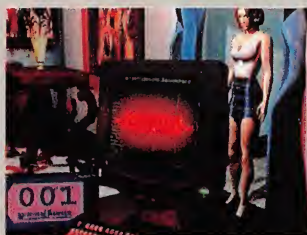
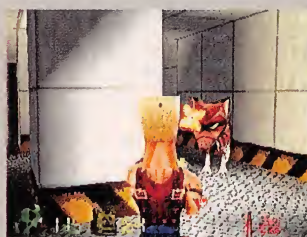
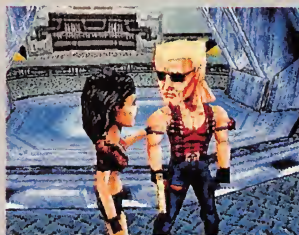
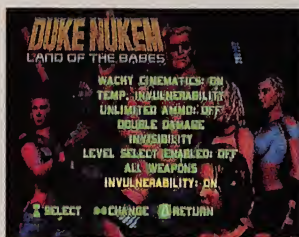
Small Head Enemies: X, L1, X, R1, X, X.

Wacky FMV Sequences: L1, L2, R1, R2, Circle, Circle, Square, Square.

Outtake FMV Sequences: L1, L2, R1, R2, Square, Square, Circle, Circle.

Ending FMV Sequence: Circle, R2, L1, Square, L2, X, R2.

Unlock Every Cheat: L1, L2, R2, R1, L1, L2, R2, R1, L1, L2, R2, R1, Circle, Circle, Circle, X, X, X, X, Square, Square, Square, Square, SELECT, SELECT, SELECT, SELECT.



screen. You will enter a "Name Entry" screen. Enter MACSRPOO and hit "End." You should appear at the main screen and the "Track" option will have a red cross through it. Go back into Race Mode and choose a mode and a race type. Now, if you access the "Track Select" option, you should be able to choose from any of the tracks listed. You'll also be able to select tracks such as "The Pit" and "Death Bowl" if you choose "Destruction Derby" as your Race Mode.

Die Hard Trilogy 2: Viva Las Vegas

From the main menu, choose Movie Mode or Arcade Mode. If you choose Arcade Mode, pick the spinning pistol. In the middle of the first-person shooting game, press START to pause. Now enter one of these codes (For best results, enter the Unlimited Ammo code after the Every Weapon code).

Every Weapon: Square, Square, Circle, Circle, L1, L1.

Unlimited Ammo: L1, L1, R1, R1, Circle, Circle.

Invincibility: Triangle, Triangle, Circle, Circle, L1, L2.

Automatic Weapon Reload: Square, Square, Triangle, Triangle, Circle, Circle.

Super Slow Rockets: L1, R1, R1, L1, Triangle, Square.

Slow Motion Movement: Triangle, L1,

Triangle, L1, Triangle, L1.

Debug Menu: On the main menu screen, press L1, L1, Circle, Circle, Square, Square. The "Debug" menu will appear with the options of a Movie Player and Direct Level Access. Now you can watch any movie or choose any starting level in the game!

Duke Nukem: Time to Kill

To change the appearances of Duke and the enemy, pause the game and enter one of these codes.

Big Head Enemies: R1, R1, R1, R1, R1, R1, R1, R1, Left.

Big Head Duke: R1, R1, R1, R1, R1, R1, R1, R1, Up.

Tiny Head Duke: R1, R1, R1, R1, R1, R1, R1, R1, Down.

Note: If you have Big Head Duke and want it to be Tiny Head, just enter the Big Head code again. Duke's head will shrink back to normal and you can put in the Tiny Head code. Otherwise, it will not work. Do the same for Tiny to Big. Pause the game and enter these codes at a slow but even pace. If you enter them too fast, they might not work.

Infinite Ammo: L, R, L, R, SELECT, L, R, L, R.

Select All Weapons: L1, L2, Up, L1, L2, Down, R1, Right, R2, Left.

All Inventory: R1, R1, R1, R1, R1, L2, L2, L2, L2, L2.

All Keys: Up, Right, Up, Left, Down, Up, Right,



Left, Right, Down.

Invisible: L1, R1, L1, R1, L1, R1, L1, R1, L1, R1.

Double Damage: L2, R2, L2, R2, L2, R2, L2, R2.

Temporary Invulnerability: R1, L2, L1, L2, R1, L1, L2, L1, L2.

Super Weapons: Right, Right, Left, Right, Right, Left, Right, Right, Left, SELECT.

Level Select: While playing, pause the game and press Down nine times and then press Up. It should say "Level Select." Now quit the game, and on the main menu, you will see a new option that says "Time To Kill." Select it and press Right or Left to choose the level you want to go to. Press X to start playing.

Eagle One: Harrier Attack

To enter these cheats, go to the main menu screen and access the options menu. You will hear a sound to confirm the trick was entered correctly.

Invincibility: R1, L1, R2, L2, L1.

Level Select: R1, L1, R2, L2, START.

Infinite Ammunition: R1, L1, R2, L2, R1.

Fear Effect

Press START on the title screen, then go to the "Options" screen. From there, access the "Credits" option. On the "Credits" screen, enter any of the codes shown below. You will see the screen flash and hear a gunshot if entered correctly.

999 Ammunition: L1, Triangle, Up, Down, Circle, Circle, Triangle, Square, Left, Triangle.

Unlimited Health: L1, Triangle, Up, Down, Circle, Circle, Triangle, Square, Right, Square.

One-Hit Kills with Firearms: L1, Triangle, Up, Down, Circle, Circle, Triangle, Square, Down, R1.

Suicide Mode (NPCs are stronger): Down, Down, Down, Triangle, Down, Down, Down, Square, Left, Right.

FIFA 2000

Hidden Super Teams: After choosing a mode of play, go to the team select screen and cycle through the categories until you see "Rest of the World." Now move down to the teams and cycle through until you see four EA teams (EA1 through EA4). These special Electronic Arts teams have very high attributes. For a perfect team, scroll through until you reach a team called Special Guests. This incredible team has full attributes.

Grand Theft Auto: Director's Cut

Ultimate Cheat: Go to the player selection screen and choose to rename your character with the Square button. Delete the current

name and put in HAROLDHAND. Once you do, your picture will be changed into a parrot. Now you will get all levels, weapons, ammo, 9,999,990 points, no cops, armor, coordinates and 99 lives!

Grind Session

All Tricks Enabled: Press START to pause the game, then press Down, Left, Up, Right Down, Left, Up, Right. "All Tricks Enabled" will appear on the screen. Now when you access the Trick List, you will see all of them are enabled.

Hot Shots Golf 2

Incredible Code: From the title screen, choose New Game. When asked to choose your name, enter zGSH and then press the O.K. button on the screen. Now all of the hidden characters will be unlocked, all difficulties, special clubs and balls will be available, prizes and more!

Hot Wheels: Turbo Racing

Enter any of the following codes on the main menu screen. You will hear a sound to confirm correct entry.

Unlimited Turbos: R2, L1, Square, Triangle, R1, L2, L1, R2.

Towjam Car: Square, Triangle, L1, R1, L2, R2, Square, Triangle.

Huge Tires: Square, Triangle, Square, Triangle, R1, R1, L2, L2.

Tiny Cars: Square, R2, L2, Triangle, Triangle, L2, R2, Square.

Flat Graphics: L1, R1, L2, R2, L1, R1, L2, R2.

Strange Sounds: R2, R1, L2, R2, Square, Triangle, L1, R1.

International Track & Field 2000

Play as Konami Man: On the "Select Event" screen, choose the event you want to play and then enter the Konami code (Up, Up, Down, Down, Left, Right, Left, Right, Circle, X). If entered correctly, you'll hear a sound. Now when you begin the event, your character will be Konami Man! When you begin an event with a female athlete, the character will be Konami Woman.

Jackie Chan: Stuntmaster

Enter these tricks on the title screen where it says, "Press Start Button."

Level Select: L2, Square, Triangle, Circle, X, R2, R2. You'll hear a sound if the trick was entered correctly.

Behind the Scenes Movie: Left, Right, R1, Circle, Square, Triangle, Triangle. The "Press Start Button" text will be replaced with "Bonus Movie." Press X to see the movie.

Kurt Warner's Arena Football Unleashed

On the "Today's Contest" screen, enter any of these codes the number of times shown with the Turbo, Jump and Pass buttons (For example, if the code is 1, 2, 3, Right, you will press Turbo one time, Jump two times, Pass three times and the press Right).

Fast Passes: 2, 5, 0, Left.

Super Passing (2P must Agree):

4, 2, 3, Right.

Super Field Goals: 1, 2, 3, Left.

Show Field Goal %: 0, 0, 1, Down.

Allow Stepping out of Bounds:

2, 1, 1, Left.

Power-Up Blockers: 3, 1, 2, Left.

Avengers Stadium: 1, 1, 5, Left.

No First Downs: 2, 1, 0, Up.

No Interceptions: 3, 4, 4, Up.

Infinite Turbo: 5, 1, 4, Up.

Super Blitzing: 0, 4, 5, Up.

Power-Up Teammates: 2, 3, 3, Up.

Power-Up Defense: 4, 2, 1, Up.

No Random Fumbles: 4, 2, 3, Down.

Hide Receiver Name: 1, 0, 2, Right.

Big Football: 0, 5, 0, Right.

Big Head: 2, 0, 0, Right.

Huge Head: 0, 4, 0, Up.

No Head: 3, 2, 1, Left.

Headless Team: 1, 2, 3, Right.

Team Tiny Players: 3, 1, 0, Right.

Team Big Players: 1, 4, 1, Right.

Team Big Heads: 2, 0, 3, Right.

Hyper Play (2P must agree): 5, 5, 5, Up.

Show More Field (2P must agree):

0, 2, 1, Right.

No CPU Assistance (2P must agree):

0, 1, 2, Down.

Power-Up Speed: (2P must agree):

4, 0, 4, Left.

Tournament Mode (2P game only):

1, 1, 1, Down.

Smart CPU Opponent (1P game only):

3, 1, 4, Down.

Power-Up Offense: 3, 1, 2, Up.

Fast Turbo Running: 0, 3, 2, Left.

Invisible: 4, 3, 3, Up.

Legacy of Kain: Soul Reaver

Refill Health: Hold L1 and press Down, Circle, Up, Left, Up, Left.

Next Level Health: Hold L1 and press Right, X, Left, Triangle, Up, Down.

Maximum Health: Hold L1 and press Right, Circle, Down, Up, Down, Up.

Refill Magic: Hold L1 and press Right, Right, Left, Triangle, Right, Down.

Maximum Magic: Hold L1 and press Triangle, Right, Down, Right, Up, Triangle, Left.

Pass Through Barriers: Hold L1 and press Down, Circle, Circle, Left, Right, Triangle, Up.

Wall Climbing: Hold L1 and press Triangle, Down, L2, Right, Up, Down.

Hurt Raziel: Hold L1 and press Left, Circle, Up, Up, Down.

Force: Hold L1 and press Left, Right, Circle, Left, Right, Left.

Constrict: Hold L1 and press Down, Up, Right, Right, Circle, Up, Up, Down.

Force Glyph: Hold L1 and press Down, Left, Triangle, Down, Up.

Stone Glyph: Hold L1 and press Down, Circle, Up, Left, Down, Right, Right.

Sound Glyph: Hold L1 and press Right, Right, Down, Circle, Up, Up, Down.

Water Glyph: Hold L1 and press Down, Circle, Up, Down, Right.

Fire Glyph: Hold L1 and press Up, Up, Right,

GameShark Codes

Continued from Page 60

Hogs of War

Infinite Health (Enemies Also)
800A19F02400

Infinite Promotions
8002B5CE0063

Jeopardy: 2nd Edition

Player 1 No Cash 800ACFAC0000
Player 2 No Cash 800B12500000
Player 3 No Cash 800B12740000
Player 1 Lots of Cash

D00ACFAC0000
800ACFAC270F

Player 2 Lots of Cash
D00B12500000
800B1250270F

Player 3 Lots of Cash
D00B12740000
800B1274270F

Medal of Honor Underground

Infinite Ammo 8008D4042400
Infinite Health Mission 1

800F0CEA0080
800E2DDA0080
800E6E2A0080
800E689A0080

Infinite Health Mission 2
800E550A0080
800D9C8A0080

800E57DA0080
800E74CA0080

Infinite Health Mission 3
800EC48A0080
800DCDEA0080

800F147A0080

Infinite Health Mission 4
800D71AA0080
800DDCCA0080

800DE6BA0080

Infinite Health Mission 5
800E48AA0080
800E190A0080

800E455A0080

Infinite Health Mission 6
800E264A0080
800FA97A0080

800E82EA0080

Infinite Health Mission 7
800DD80A0080
800DC5EA0080

800E4F9A0080
800DF53A0080

Infinite Health Bonus Mission
800E860A0080
800DFBCA0080

800E426A0080

MegaMan Legends 2

Infinite Health 8008C1200050
Infinite Zenry 8009C820967F

8009C8220098

Low Timer 8009C8180BQ4
8009C81C0BQ4

Green Energy 8008C24A0100
Blue Energy 8008C2427A00

Micro Maniacs Racing

Infinite Lives 3006640A0009
Unlock All Tracks 500020020000

80066974FFFF

Continued on Page 62

Medal of Honor Underground

From the main menu, go into the options and access "Password," then enter any of the following codes.

Cartoon Sketch Pictures:
MOHDESSINS



Dreamworks Pictures: DWIECRANS
Team Pictures: MOHUEQUIPE





GameShark Codes

Continued from Page 61

Muppet RaceMania

Stop Race Timer	800B0A940000
Infinite Boost/Special Move	
	800C353201A4
Always First Place	D10C35720000
	800C35720001
Have All Cars	800E02BCFFFF
	800E02BEFFFF
Unlock Studio Track	
	800E02560161
Unlock Arches Track	
	800E025E0161
Unlock Fraggie Track	
	800E02660161
Unlock Disco Track	
	800E026E0161
Mega Jump	800C35880040

NBA Live 2001

Home Team Scores 200	
	800A881000C8
Home Team Starts With 100	
	D00A88100000
	800A88100064
Home Team Scores 0	
	800A88100000
Home Team Infinite Time Outs	
	300A88180009
Away Team Scores 200	
	800A8E6400C8
Away Team Starts With 100	
	D00A8E640000
	800A8E640064
Away Team Scores 0	
	800A8E640000
Away Team Infinite Time Outs	
	300A8E6C0009
Infinite Creation Points	
	801386EC03E7
Press And Hold R2 For Infinite Shot Time	
	D00B34BAFDFF
	800B056801F1
Start on the 4th Quarter	
	D00B05140000
	800B05140003
Start On Overtime	
	D00B05140000
	800B05140004

Pro Pinball:

Fantastic Journey

Max Score	8008FA14FFFF
	8008FA16FFFF
Max Credits	8008FA480009
Always on First Ball	
	8008FA200001

Ultimate 8 Ball

Unlock Everything	80153AC2FFFF
	80153AC4FFFF
	80153AC6FFFF
	80153AC8FFFF
	80153ACAFFFF
	80153ACCFFFF
	80153ACEFFFF
Max Credits	8011DC2C0063

Vampire Hunter D

Have Everything	500011010000
	300A2D280063
	50000E010000
	300A2D3A0063
	500002010000
	300A2D4A0063
Infinite HP	
	800A290400C8

Continued on Page 66

Up, Triangle, L2, Right.
Sunlight Glyph: Hold L1 and press Left, Circle, Left, Right, Right, Up, Up, Left.
Shift at Any Time: Hold L1 and press Up, Up, Down, Right, Right, Left, Circle, Right, Left, Down.

Madden NFL 2000

Enter one of the following codes at the code entry screen.

20 Yard First downs: FIRSTIS20
Super Stiff Arm: SMACKDOWN
Super Jump: SPRONG
More Injuries: PAINFUL
More Sacks: QBINTHECLUB
More Fumbles: ROLLERGIRL
Easier Interceptions: PICKEDOFF
No Interceptions: EXPRESSBALL
Less Penalties: REFSBLIND
Big Versus Small Players: MINIME
Camera Follows Football: VERTIGO
Antarctica Stadium: XMASGIFT
Dodge City Stadium: WILDWEST
EA Sports Stadium: ITSINTHEGAME
Tiburion Stadium: WEPUTITHERE
Tiburion Bros. Stadium: COTTONCANDY
Industrials Team: INTHEFUTURE
Marshalls Fantasy Team: COWBOYS
All-Madden Team: TEAMMADDEN
All '60s Team: MOJOBABY
All '70s Team: LOVEBEADS
1972 Steelers Team: DONTGOFOR2
1972 Raiders Team: GETMEADOCTOR
1976 Raiders Team: GAMMALIGHT
1976 Patriots Team: HACKCHEESE
1981 Dolphins Team: 15MOREMIN
1981 Chargers Team: BUILDMONKEYS
1985 Dolphins Team: CHICKIN
1985 Bears Team: DOORKNOB
1986 Browns Team: KAMEHAMEHA
1986 Broncos team: BLUESCREEN
1988 49ers Team: CALLMESALLY
1988 Bengals Team: PTMOMINFOGET
1990 Giants Team: PROFSMOOTH
1990 Bills Team: SPOON
1995 Steelers Team: STEAMPUNK
1995 Colts Team: PREDATORS
1997 Packers Team: TUNDRA
1997 Broncos Team: EARTHPEOPLE

Marvel vs. Capcom

Hidden "EX" Option: Press START at the title screen. When the main menu appears, highlight "Option," press and hold SELECT and then press START. Now you'll be able to choose your vitality, recovery speed, a full hyper combo gauge and more!

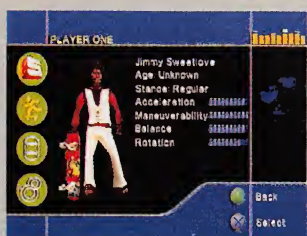
Medal of Honor

Each of these codes will make the Enigma flash green to confirm correct entry.
Captain Dye Mode: Go to the Enigma machine before starting a new game. Enter CAPTAINDYE into the machine. While this mode is turned on, your amount of health is consistent in all levels within a mission. If you finish the game in this mode, you will unlock all the hidden multiplayer characters by winning the game's secret commendation!
Nifty Multiplayer Power-ups: Go to the Enigma machine before starting a new game. Enter DENNISMODE to turn on "Nifty Multiplayer Powerups." Using this code adds an entirely new dimension to the multiplayer game!
American Movie Mode: Go to the Enigma machine before starting a new game. Enter SPRECHEN to turn on American Movie Mode. With this code, the Germans will speak to you in English (much like a terrible American movie).

MTV Sports: Skateboarding

Cheat Password: On the main menu screen, pick Single Player. On the next menu, enter Lifestyle. Delete the name on this screen, and put in PASWRD as your name. In Lifestyle mode, you will have access to new boards and outfits. Choose your char-

acter and begin the game. Now pause and quit. Go back to the main menu and pick Single Player. On the next menu, pick Freeplay. In addition to new boards and outfits, all the hidden skaters and parks will be unlocked!



Unlock Col Müller: Go to the Enigma machine before starting a new game. Enter BIGFAT-MAN. This unlocks the sinister Col Müller in Multiplayer Mode.

From the options, choose "Password" and enter any of these codes into the Enigma Machine.

Unlimited Ammo: BADCOPSHOW
4x Firing Rate: ICOSIDODEC
Reflecting Shots: GOBLUE
Unlock William Shakespeare in Multiplayer: PAYBACK
Unlock Winston Churchill in Multiplayer: FINESTHOUR
Unlock the Raptor in Multiplayer: SSPIELBERG

From the options screen, choose "Password," then enter any of these codes into the Enigma Machine (These codes work in Multiplayer Mode.)

Codes for Multiplayer Mode:

Unlock Wolfgang: HOODUP

Unlock Bismarck: WOOFWOOF

Unlock Otto: HERRZOMBIE

Unlock Noah: BEACHBALL

Unlock Von Braun: ROCKETMAN

Codes Unlocked on the Gallery Screen:

Unlock the Making of Level 1 (History):

INVASION

Unlock the Making of Level 2 (History):

BIGGRET

Unlock the Making of Level 3 (History):

DASBOOT

Unlock the Making of Level 4 (History):

STUKA

Unlock the Making of Level 5 (History):

KOMET

Unlock the Making of Level 6 and 7 (History):

TWOSIXTWO

Unlock the Making of Level 8 (History): VIC-

TORYDAY

Pictures of the Development Team:

DWIMOHTEAM

Secret Photo Gallery of Staff: DWIGALLERY

L. Jensen Picture: COOLCHICK

A. Hones Picture: AJRULES

Mission Log Codes: For the next two codes, load a saved game, enter the password,

then highlight Mission Log and go to any previous stages. Turn on the options in the "Secret Codes" screen.

Audie Murphy Mode (Invincibility):

MOSTMEDALS

Wire Frames: TRACERON

MediEvil II

Cheats Menu: Press START to pause the game, then press and hold the L2 button. While holding it, press Triangle, Circle, Triangle, Circle, Circle, Triangle, Left, Circle, Up, Down, Right, Circle, Left, Left, Triangle, Right, Circle, Left, Left. "Cheats" will appear at the bottom of the pause menu. Access this new option to receive Complete Level, Invulnerability, Danhand Ability, All Levels Open and Head Size. You'll also open options that add health, money and weapons!

NASCAR Rumble

Tracks and Pro Drivers: From the main menu screen, choose "Game Options." Access Load and Save and move Left for the "Password" option. On the password screen, enter C9P5AU8NAA. All drivers under the pro level will be open and all the tracks will be available, including the bonus.

NCAA GameBreaker 2001

On the main menu screen, choose the "Customize" option. On the "Customize" screen, choose the "Easter Eggs" option. Now enter these passcodes to unlock various new game options (Note: Smaller capital letters indicate the entry of the passcode using the smaller size letters).

Player Attributes Are Now 99: BEAT DOWN

Acquire All Blue Chips: MOTIVATE

Make High Attribute Walk-On Players:

FRANKENSTEIN

Take You to Credits Screen: HOLLYWOOD

NCAA Football 2001

At the main menu, select the "Game Settings" option. Next, highlight and enter



the Secret Codes menu. Now press SELECT and enter one of these cheats to get the following results. "It's in the game" will be spoken when the codes are entered correctly.

Full Poll: POPULARITY (Press R1 twice on the Poll screen to view more team rankings.)

Slower Players: CEMENTFEET

All Stadiums Unlocked: OPENSESAME

View CPU Plays: MINDREADER

Faster Players: SCRAMBLE

Faster Daytime Effects: DAYNIGHT

Maximum Attribute Points: BALLER

Maximum Recruiting Points: HEADCOACH

Receivers Always Catch: HANDSOFLUE

Defense Always Intercepts: OSKIE

Wind at Maximum: SAFETY

Change the Date: Y2K

Juggernaut Team: BULLDOZER

NFL Blitz 2001

When the "Today's Contest" screen appears, enter codes with the Turbo, Jump and Pass buttons. Press the buttons the number of times shown below, and then press the D-pad in the direction indicated to complete the code. (For example, if the code is 3, 4, 5, Right, you will press Turbo three times, Jump four times, Pass five times and the press Right on the D-pad).

Red, White and Blue Football: 3, 2, 3, Left.

Big Football : 0, 5, 0, Right.

Fast Passes : 2, 5, 0, Left.

Infinite Turbo: 5, 1, 4, Up.

Fast Turbo Running: 0, 3, 2, Left.

Unlimited Throwing Distance: 2, 2, 3, Right.

Power-up Offense: 3, 1, 2, Up.

Power-up Defense: 4, 2, 1, Up.

Power-up Teammates: 2, 3, 3, Up.

Super Blitzing: 0, 4, 5, Up.

Super Field Goals: 1, 2, 3, Left.

No Interceptions: 3, 4, 4, Up.

No Random Fumbles: 4, 2, 3, Down.

No First Downs: 2, 1, 0, Up.

No Punting: 1, 5, 1, Up.

Allow Stepping Out of Bounds: 2, 1, 1, Left.

Power-up Blockers: 3, 1, 2, Left.

Show Field Goal Percentage: 0, 0, 1, Down.

Show Punt Hang Meter: 0, 0, 1, Right.

Hide Receiver Name: 1, 0, 2, Right.

Invisible Receiver Highlight: 3, 3, 3, Left.

Invisible: 4, 3, 3, Up.

Big Head: 2, 0, 0, Right.

Huge Head: 0, 4, 0, Up.

Team Big Players: 1, 4, 1, Right.

Team Big Heads: 2, 0, 3, Right.

Team Tiny Players: 3, 1, 0, Right.

No Play Selection (2P must agree): 1, 1, 5, Left.

Show More Field (2P must agree): 0, 2, 1, Right.

No CPU Assistance (2P must agree): 0, 1, 2, Down.

Power-up Speed (2P must agree): 4, 0, 4, Left.

Hyper Blitz (2P must agree): 5, 5, 5, Up.

Smart CPU Opponent (1P game only): 3, 1, 4, Down.

Deranged Blitz Mode (1P game only): 2, 1, 2, Down.

Ultra Hard Mode (1P game only): 3, 2, 3, Up.

Super Passing Mode (2P game only): 4, 2, 3, Right.

Super Blitz Mode (2P game only): 4, 4, 4, Up.

Tournament Mode (2P game only): 1, 1, 1, Down.

Always Quarterback (2P teammate required): 2, 2, 2, Left.

Always Receiver (2P teammate required): 2, 2, 2, Right.

Baseball Stadium: 5, 0, 2, Left.

Round Snow Stadium: 5, 0, 3, Up.

Astro Turf Field: 3, 0, 1, Up.

Ice Field: 3, 0, 2, Up.

Snow Field: 3, 0, 3, Up.

Blitz Grass Field: 3, 0, 0, Up.

Dirt Field: 3, 0, 4, Up.

Snow: 5, 2, 5, Down.

Clear Weather: 2, 1, 2, Left.

Rain: 5, 5, 5, Right.

49ers Playbook: 1, 5, 1, Left.

Bears Playbook: 1, 1, 0, Left.

Bengals Playbook: 1, 1, 2, Left.

Bills Playbook: 1, 0, 4, Left.

Broncos Playbook: 1, 1, 5, Right.

Browns Playbook: 1, 1, 3, Left.

Buccaneers Playbook: 1, 5, 4, Left.

Cardinals Playbook: 1, 0, 1, Left.

Chargers Playbook: 1, 4, 5, Left.

Chiefs Playbook: 1, 2, 5, Left.

Colts Playbook: 1, 2, 3, Up.

Cowboys Playbook: 1, 1, 4, Left.

Dolphins Playbook: 1, 3, 1, Left.

Eagles Playbook: 1, 4, 3, Left.

Falcons Playbook: 1, 0, 2, Left.

Giants Playbook: 1, 3, 5, Left.

Jaguars Playbook: 1, 2, 4, Left.

Jets Playbook: 1, 4, 1, Left.

Lions Playbook: 1, 2, 1, Left.

Packers Playbook: 1, 2, 2, Left.

Panthers Playbook: 1, 0, 5, Left.

Patriots Playbook: 1, 3, 3, Left.

Raiders Playbook: 1, 4, 2, Left.

Rams Playbook: 1, 5, 3, Left.

Ravens Playbook: 1, 0, 3, Left.

Redskins Playbook: 2, 0, 1, Left.

Saints Playbook: 1, 3, 4, Left.

Seahawks Playbook: 1, 5, 2, Left.

Steelers Playbook: 1, 4, 4, Left.

Titans Playbook: 1, 5, 5, Left.

Vikings Playbook: 1, 3, 2, Left.

NFL GameDay 2001

From the options screen, highlight and pick the "Easter Eggs" option. On this screen, enter any of the following codes (in caps) for the results as shown.

Brainy Computer: SMART CPU

Speedy Players: ROCKET MAN

Max Injuries: HAM INJURY

Slower Movement: STROBE LIGHT

Balanced Abilities: ALL EVEN

Basketball Star Names: BASKETBALL

Flat Football Players: TWO D

Big Football: BIG PIG

Huge Players: GIANTS

Tiny, Quick Players: POP WARNER

Fast Movement: BOOSTER

Programmer Names: RED ZONE

Bobo Teams: ALL BOBO

European League Names: EURO LEAGUE

United States Presidents: OVAL OFFICE

Increased Endurance: ENDURANCE

Bigger Hits: CRUNCH

Better Defense: LINE BUSTER

Skilled Running Back: SUPER FOOT

Easier Catches: STICKEM

Better Passes: SHOOTERS

Cheerleader Pics After Game (Cycle with X button): FASHION SHOW

NGEN Racing

Enter these tricks on the main menu screen.

All Arcade Mode Tracks, Classes and Jets: R1, L1, R1, R2, L2, R2, L2, L1.

NGEN Mode Extra Jets: R1, R2, L1, L2, L2, L1, R2, R1.

400,000,000 Credits: R2, L2, R2, L1, R2, R1, R2, L1.

NHL 2000

Under the "Advanced" options, select Rosters. Now go to the "Player Management" option and choose Create Player. From here, you can create high statistic players as shown.

Awesome Players: Name your player Peter Forsberg or Joe Sakic. After you do this, it will ask you if you want to create a player like him. Answer "Yes" to this question. You can change this player's name, but don't change any other attributes. Create many players like this to get a team with high stats.

Awesome Defensemen: Name your player Sandis Ozolinsh. After you do this, it will ask you if you want to create a player like him. Answer "Yes" to this question. Now you can change this player's name, but don't change any other attributes. Create many players like this to get defensemen with high stats.

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GameShark Codes

Continued from Page 62

Infinite VP	800A291C0019
Infinite Hand Power	800A29200047
Have Hand	300A2D280001
Have 99 Wooden Darts	300A2D290063
Have 99 Hand Grenades	300A2D2A0063
Have 99 Flash Bombs	300A2D2B0063
Have 99 Potions	300A2D2C0063
Have 99 Blood Pills	300A2D2D0063
Have Antidote	300A2D2E0063
Have Elemental Stone	300A2D2F0001
Have Map - Level 1	300A2D300001
Have Map - Level 2	300A2D310001
Have Map - Level 3	300A2D340001
Have Map - Level 4	300A2D350001
Have Map - B1	300A2D330001
Have Map - B2	300A2D320001
Have Map - Sun Tower	300A2D360001
Have Map - Moon Tower	300A2D370001
Have Power Plug	300A2D380001
Have Silver Plate	300A2D3A0001
Have Gold Plate	300A2D3B0001
Have Plate Of Fire	300A2D3C0001
Have Plate Of Water	300A2D3D0001
Have Plate Of Wind	300A2D3E0001
Have Plate Of Earth	300A2D3F0001
Have Key - Mirror Room	300A2D400001
Have Key - Sun Tower	300A2D410001
Have Key - Moon Tower	300A2D420001
Have Green Gem	300A2D430001
Have Purple Gem	300A2D440001
Have Blue Key	300A2D450001
Have Red Key	300A2D460001
Have Leila's Gun	300A2D470001
Have Wrench	300A2D4A0001
Have Key - Music Box	300A2D4B0001
1 Hit Kills Bosses	D30A2FF400F0 800A2FF40001 D30A2EF400F0 800A2EF40001

Who Wants to Be a Millionaire

Infinite Lifelines	301FFED00001 301FFED10001 301FFED20001 301FFE780003
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Awesome Goalie: Name your player Patrick Roy. After you do this, it will ask you if you want to create a player like him. Answer "Yes" (you can change this player's name, but don't change any attributes). Now you can have a goalie with high stats.

NHL 99

Big Players: BIGBIG
Big Heads: BRAINY

View Arenas: Enter these passwords to do a "fly-by" of the following stadiums.

ANA: Arrowhead Pond (Anaheim).
BOS: FleetCenter (Boston).
BUF: Marine Midland Arena (Buffalo).
CGY: Canadian Airlines Saddledome (Calgary).
CAR: Greensboro Coliseum (Carolina).
CHI: United Center (Chicago).
COL: McNichols Sports Arena (Colorado).
DAL: Reunion Arena (Dallas).
DET: Joe Louis Arena (Detroit).
EDM: Edmonton Coliseum (Edmonton).
FLO: Miami Arena (Florida).
LOS: Great Western Forum (Los Angeles).
MON: Molson Center (Montreal).
NAS or NSH: Nashville Arena (Nashville).
NYI: Nassau Veterans Memorial Coliseum (New York Islanders).
NYR: Madison Square Garden. (New York Rangers).
OTT: Corel Center (Ottawa).
PHI: CoreState Center (Philadelphia).
PHO: America West Arena (Phoenix).
PIT: Civic Arena (Pittsburgh).
STL: Kiel Center (St. Louis).
TOR: Maple Leaf Gardens (Toronto).
VAN: GM Place (Vancouver).
WAS: MCI Center (Washington).

NHL: Rock the Rink

From the main menu screen, choose the NHL Challenge option. Highlight "New User" and enter one of the names below to get these results.

NHL Teams Available: BAILEY
Boards Reward: POWER SLAM (Go back to the main menu and access the Rewards option. Move to Boards and the Rubber option will be open.)
Bonus Moves: IAMWEAK
Sound Effects Reward: NO CHANCE (Go back to the main menu and access the Rewards option. Move to Sound Effects. Now the Action Movie and Cartoon option will be open.)

Nightmare Creatures II

In the middle of the game, press START to pause the game. Then hold L1+R2+Square+Circle and press SELECT. You will now be at the "Cheats" screen with the option for invulnerability. On this screen, enter any one of these codes to add new options to the menu.

Unlimited Continues: Press and hold L1+R1+R2 and then press SELECT.
Kill Enemy: Press and hold L1+L2+R1+Square and then press SELECT.
Unlimited Power-Up: Press and hold L1+R1 and then press SELECT.
Enemy Unlimited Life: Press and hold Square+Circle and then press SELECT.
Display Hero Life: Press and hold L2+R2+Square and then press SELECT.

Ninja: Shadow of Darkness

Invincibility: Pause the game at any time and press L2, R2, L2, L2, R2, R2, then Circle, Triangle, Square, Circle, Triangle and Square. Listen for a chime to verify that you entered the code correctly. When you unpause,

you'll be a skeleton with infinite lives, energy, smoke bombs, magic potions and full scroll power! To revert back to a ninja, simply pause and re-enter the code. When you do, you'll get to keep all of the maxed-out items you got when you were the skeleton!
Level Select: Remove your memory card then turn on the PlayStation. When the screen says, "Checking Memory Card," quickly press L2, L2, L2, R2, R2, R2. The words, "Dels Level Cheat On" will briefly appear. Start a new game and you'll access the "Level Select" menu.

Oddworld: Abe's Exoddus

Level Select: At the main menu, hold R1, then press Down, Up, Left, Right, Triangle, Square, Circle, Triangle, Square, Circle, Down, Up, Left, Right.

View all FMVs: At the main menu, hold R1, then press Up, Down, Left, Right, Square, Circle, Triangle, Circle, Square, Circle, Up, Down, Left, Right.

Invincibility: While playing a game, hold R1, then press Circle, Triangle, Square, X, Down, Down, Down, Circle, Triangle, Square, X.

Next Section Warp: During the game, hold the R1 button and press Circle, Circle, X, X, Square, Square. This cheat will take you to the next section of the game, and you can use the cheat as often as you like to get past difficult areas of the game. Note: Skipping sections of the game will decrease the number of saved Mudokons in the game!

Pitfall 3D

At the title screen, access the "Password" option from the main menu. From the "Password" screen, enter any of the following.

Add 10 Lives to Next Game: GIVEMELIFE
Plays All Movies: PLAYMOVIES
Plays The Original Comic-Style Cutscenes: PITFALLCOMIC
Get 99 Lives: STEVECRANEME
See Harry in 2D: 2DHARRY
Make Harry Weightless: ZEROGHARRY
Huge Head Harry: BIGHEADHARRY
Turn Off In-Game Quips: STOPTALKING
See Credits Sequence: CREDITS
Special Credits Screen: Holding R1 at the end of the last credit, the "Thanks to Families" screen, brings you to a "Self-Congratulatory Credit" screen.

Pong

From the course select screen, press the Circle button and enter one of these codes as a password to open up new courses.

Cyber Badlands Course: HARESO
Cyber Canyons Course: NAMOPI
Cyber Sawgrass Course: SECARE
Cyber Summerlin Course: PORASO (Now you have your choice of courses!)

Pool Hustler

Hidden Bowliard Mode: At the title screen, press Up, Up, Down, Triangle, Triangle, X, X, Left, Right, Square, Circle. Now go to the main menu screen and you will see a new option in the middle called "Bowliard," which combines the game of bowling and billiards.

Populous: The Beginning

Cheat Mode: On the main menu screen, begin a New Game. Choose the first scenario, "The Journey Begins." In this level, move the arrow onto a tree in the level and press the X button. Do this for every tree in the level. Once you do this, press START to pause. You will see a new option at the bottom of the list called "Cheats." Now you have access to all buildings, spells and maximum mana!

Rainbow Six

Press START to pause the game in the middle of play. Then hold the L1 button and press the following buttons to activate the codes shown below.

All Doors Unlocked: Triangle, Square, Square, Triangle, X, Circle, Square, Triangle.
Invincible Hostages: Circle, Circle, Square, Triangle, X, Triangle, X, Circle.
Reload Ammunition: Square, Square, Circle, Triangle, X, Triangle, X, Triangle.
Terrorists Removed: Triangle, Circle, Circle, Triangle, Square, X, Triangle, Circle.
Remove All Operatives: Triangle, Triangle, X, Circle, Circle, X, Square, Square.

R/C Stunt Copter

On the title screen or the main menu, enter one of these codes to unlock many cool cheats. You will hear a voice say, "Cheaters never prosper" once the trick is entered correctly.

All Levels Open: Down, Up, Right, Left,

Muppet RaceMania

On the title screen (with "Press Start" flashing), enter the following tricks. You will hear a horn if you entered the trick correctly.

All Courses, Characters and Vehicles (except the secret courses): Triangle, Circle, Triangle, Square, Triangle, X, Triangle, Triangle, X, Circle.

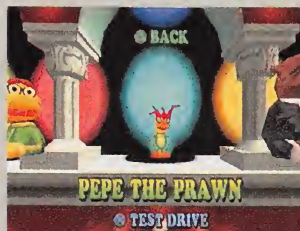
Credits/Overhead Courses: Circle, Triangle, Square, Triangle, X, Triangle, Square, Circle, Triangle, X. Access the options screen and then choose "The

End." While the credits are scrolling, press START and you will be able to choose from six overhead courses!

Arches Course: Square, Circle, X, Circle, Square, Triangle, Circle, X, Circle, Triangle.

Fraggle Rock Course: X, Square, X, Square, X, Square, Triangle, Circle, X, Square.

Studio Course: Square, Square, Circle, Circle, X, Circle, Triangle, Circle, Triangle, Square.





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LUNAR:

Silver Story Complete

Lords of Lunar Mini-Game: Insert the "Making of Lunar" disc. Then, when the video sequence of the making of game begins, press Up, Down, Left, Right, Triangle, START. You will be taken to a new title screen called "Lords of Lunar!" You and one other player can battle against six computer players. You can choose your character for the castle you defend, set up your options and more!

Metal Gear Solid

Snake's Tuxedo: To play as Solid Snake in a tuxedo, you'll have to beat the game twice using your old save data to reload new games. Then, on the third game, Snake will change into his tuxedo when he is on the elevator coming out of the dock.

Twisted Metal III

Infinite Specials: Enter L1, L1, R1, R1, R1. When you are back at the main menu begin a game and quit. When you begin a game again, you will have an unlimited amount of your character's special weapon.

Play as Minion: Enter Right, Right, Right, Left, Left as your password. You will return to the main menu. You can now select Minion at the vehicle selection screen.

Play as Sweet Tooth: Enter Left, Left, Left, Right, Right as a password. You will return to the main menu. You can now select Sweet Tooth at the vehicle selection screen.

Club Kid's House Level: Enter Left, Left, Left, Square, Square as a password. You will return to the main menu. Select "Deathmatch," then choose any level and vehicle to begin at Club Kid's House bonus level.

Warehouse Level: Enter Square, Square, Square, Left, Left as a password. You will return to the main menu. Select "Deathmatch" and choose any level and vehicle to begin at the Warehouse bonus level.

Demo Level: Enter Up, Up, Up, Left, Left as a password. You will return to the main menu. Select "Deathmatch" and choose any level and vehicle to begin at the Demo level shown in the background at the main menu.

Enable Memory Card: Enter START, START, START, START, START as a password. You will return to the main menu. Now configure your settings and begin a game. Before the game begins, you will be prompted to save.

Smart Seekers: Enter Triangle, Left, Down, Right, Up as a password (helps improve homing missiles).

Seeking Rain Missiles: Enter Up, Down, Up, Down, Up as a password.

Super Napalm: Enter R1, R1, L1, L1, L1 as a password.

God Mode: Enter L1, Square, X, R1, START as a password.

Triangle, X, Square, Circle.

Mega Points: L2, R2, L1, R1, Triangle, Circle, X, Square.

All the Gold Medals: Down, Up, Left, Right, Triangle, X, Square, Circle.

Resident Evil: Director's Cut

Double Ammo Trick: Double the ammo every time you pick up clips by highlighting "Advanced Mode" at the main menu. Press and hold Right until the word "Advanced" turns green. When it does, start the game. Now all the ammo you pick up is doubled.

Resident Evil 2

In addition to the thrills and chills normally offered by Resident Evil 2, there are a couple of secret characters and special costumes worth finding.

Play as Hunk: Beat a complete game (Claire and Leon) on the standard difficulty level with an "A" rating. When the rating comes up on the screen, you'll be able to save the scenario with Hunk as the character for a hidden game!

Play as Tofu: This is a bit tougher. Beat three complete games, making sure you get Hunk on your first or second try.

Alternate Costumes: You have to find and kill a hidden zombie. To find him, play through most of the beginning without picking up a single item. Make your way to the front of the police department. When you get to the gates, take the lower stairs around the front yard. You'll find the zombie there. Once you kill him, search the corpse to find a key. They key opens up a locker in a first-floor room below the stairs on the west side of the police department. Open it to find brand-new costumes for Claire and Leon. These will give you slight advantage in terms of finishing the game.

Resident Evil 2: Dual Shock

Play as Chris Redfield and Ada: To play as two new characters, beat Scenario B with either Leon or Claire (your old RE2 saved games work). This will open up the Extreme Battle Mode. Then you have to beat Extreme Battle on Level 1, which will let you play as Ada. After you get her, a Level 2 difficulty will become available. Complete Level 2 with any of the three available characters (Leon, Claire or Ada), and you'll get to play as Chris Redfield!

Roll Away

You may enter any of the following codes at any time during gameplay.

Temporary Invincibility: Right, Down, L1, R2, R1, Circle, Triangle, Square.

30 Extra Seconds in Time Trial Mode:

Circle, L1, Triangle, Triangle, Circle, X, Triangle, Down. This only works once per level.

Warp to Bonus Stage: Triangle, Up, Triangle, L2, L1, L2, Square, X.

Clear Screen in Bonus Stage: Right, Circle, Square, L1, Square, Circle, Circle, Square.

Extra 30,000 Points: Square, Up, Down, L2, R1, Triangle, X, Triangle.

Chess Pattern Background: L1, Circle, Left, Right, L2, Left, R2, R2.

Enable Motion Blur: Right, Circle, L2, Circle, R1, Circle, Square, Circle.

Rollcage

With some of these passwords, the game may tell you that a password is invalid, but

the codes will work anyway.

All Leagues, Mirror Tracks and Other Options: MAXCHEAT

All Easy Tracks: EEFNEIBA (Make sure you've chosen easy difficulty.)

All Hard Tracks: EEFPHMBC (Make sure you've chosen hard difficulty.)

All Expert Tracks: HEMPCMD (Make sure you've chosen expert difficulty.)

All Expert Tracks Plus Extra Car, All Deathmatch Modes and Mirror Tracks:

HHPNEED

Air Horn: AIRHORNS (Press SELECT to use the horn during a race.)

Testers' Best Lap Times: BESTLAPS

Rogue Trip

To make any of these cheats work, you must first enter the "Enable Cheats" code while in the middle of a game. Then put in one of the other codes as shown.

Enable Cheats: Press L1+R1+R2+SELECT at same time when you first start the level.

Invulnerable: Press L1+R1 at same time, then press Up, Down, Left, Right.

Infinite Weapons: Press and hold L1+R1, then press Up, Down, Up, R2.

Unlimited Jump: Press Circle, Square, R2, X, Triangle, R2.

Play as Big Daddy: Press Triangle, Square, R2, X, Triangle, R2. Then pick Challenge Mode and choose "Nuke York" as your level. Big Daddy will appear on the character select screen. Triangle+L2+L1+R1+Left. Hold these buttons until you see text confirming that it worked.

Blow Up the Earth: Lay an upgraded lob bomb in the back corner within 100 feet of the UFO wreck. Transport up to moon, then detonate the bomb. Debris from the earth will pummel the moon. Eventually, you'll be in weightlessness. It ruins the game, but it's fun!

R-Type Delta

To maximize your weapons during any time of the game, press START to pause and then hold the L2 button. Now enter the codes below. Before using the power-up codes, make sure you have a Force Pod. If you want the Force Pod at any time, do the code for All Force Power followed by any of the power-up codes.

All Force Power: Left, Right, Up, Down, Right, Left, Up, Down, Triangle.

Red Power-Up: Left, Right, Up, Down, Right, Left, Up, Down, Square.

Blue Power-Up: Left, Right, Up, Down, Right, Left, Up, Down, X.

Yellow Power-Up: Left, Right, Up, Down, Right, Left, Up, Down, Circle.

Level Select: Use the bombs more than 10,000 times.

9 Credits: Gain more than three hours of gameplay.

Free Play Mode: Gain more than six hours of gameplay.

Power Armor: Beat the game in "Human" or higher difficulty setting, or by playing the game more than 100 times.

R-Types

Level Select: Highlight either the "R-Type" or "R-Type II" options at the title screen.

Quickly press L2, L2, L2, L2, L2, L2, L2, L2, L2, R2, R2, R2, R2, R2, R2, R2. Begin gameplay and press START to access the "Stage Select" and FMV sequences within the menu options. Choose your stage and then press X to begin.

Slow Down Ship: Pause gameplay in R-Type

or R-Type II. Hold L2 and press Right, Up, Right, Up, Down, Left, Down, Left, X.

Speed Up Ship: Pause gameplay in R-Type or R-Type II. Hold L2 and press Right, Up, Right, Up, Down, Left, Down, Left, Circle.

Rushdown

Unlock All Tracks: On the main menu screen press Up, Up, Down, Down, Left, Right, Left, Right, Triangle, Circle, Triangle, Circle. This will unlock all the tracks in the Arcade Mode.

Sammy Sosa Softball Slam

Press START to pause the game during play, then put in the following tricks.

Huge Softball: R1, R2, R1, R2, R1, R2.

Ball Cannon Mode: L1, L2, L1, L2, L1, L2.

Change the horizontal settings by holding L2 and pressing Left or Right. Change the vertical settings by holding L2 and pressing Up or Down. Change the speed by holding L2 and pressing Triangle or X.

S.C.A.R.S.

Cups, Cars and Modes: On the title screen, press START. On the player select screen, choose your number of players. On the game select screen, highlight and choose the "Options." On the options screen, choose settings. Now move down and highlight the "Password" option and enter one of the following codes.

GLASSX: Activates the Crystal Cup.

ROCKY: Activates the Diamond Cup.

ZDPEAK: Activates the Zenith Cup.

XPERS: Activates the Challenge Mode.

DESERT: Activates the Scorpion Car.

RATTLE: Activates the Cobra Car.

RUNNER: Activates the Cheetah Car.

MYSTER: Activates the Panther Car.

ALLVID: Activates the Codes.

Sled Storm

Enter the options screen and select the load/save option in order to display the password screen. Now enter one of the following codes.

New Sled and Players: Circle, Triangle, Square, R2, R2, L1, X, Triangle. This unlocks the Storm Sled in single race mode.

Play as Jackal: L2, L2, Circle, R2, Square, R1, L1, Triangle.

Play as Sergei: Square, L1, Square, L2, Triangle, R2, X, Circle.

Smurfs, The

Level Select: Begin a New Game from the main menu, and, when asked to choose what type of game, press up to see "It's No Picnic." Now press the X button and wait for the cinema to complete. Once you see "Start of the Adventure," press L1, Up, Up, Down, Up, Left, Left, Up, R2. You will hear a harp sound and your icon will now be all the over to the last level. Now you can start at any level in-between the beginning and the end!

South Park

From the main menu, choose the "Enter Cheat" option and enter the cheats as shown.

All Cheats Unlocked: ZBOBBYBIRD (Now go back to the main menu and go into the cheats menu to find a level select and more!)

Unlock Characters in Head to Head Mode:

MSLAPUPMEAL: Unlocks Starvin Marvin.

SRAFT: Unlocks Terrance.

PPHAERT: Unlocks Phillip.

VDOROTHYSFRIEND: Unlocks Mr. Garrison.

ACHEATINGSBAD: Unlocks Mr. Mackey.



NHL 2001

From the "Game Setup" menu, access "Advanced Options." On this menu, access "Rosters." On the next menu select "Player Management." On this screen, choose "Create Player." Next, enter the first and last names of the players as shown. When it asks if you would like to create a player like him, answer "Yes." You can change this player's name but don't change any attributes before you save him.

Superstar Defense: Put in Sandis for the first name and Ozolinis for the last name, or Chris for the first name and Pronger for the last name.

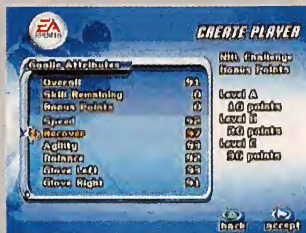
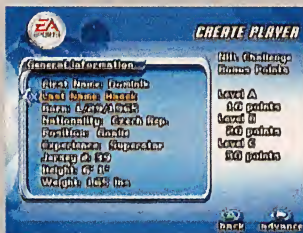
Superstar Forward: Put in Peter for the first name and Forsberg for the

last name, or Jaromir for the first name and Jagr for the last name.

Superstar Goalie: Put in Patrick for the first name and Roy for the last name, or Dominik for the first name and Hasek for the last name.

Hammer: Put in Hammer for the first name and any other name for the last name. Put him on one of the teams, and when he plays, the announcer will refer to him as "The Hammer."

Dude: Put in Bruce for the first name and Willis for the last name. Put him on one of the teams, and when he plays, the announcer will refer to him as "Dude."



YLOVEMACHINE: Unlocks Chef.
BCHECKKATACO: Unlocks Wendy.
EFISHNCHIPS: Unlocks Pip.
HKICKME: Unlocks Ike.
KALLWOMAN: Unlocks Ms. Cartman.
NGOODSCIENCE: Unlocks Mephisto.
QSTARINGFROG: Unlocks Jimbo.
JHAWKING: Unlocks Ned.
GOUTRANGE: Unlocks Big Gay Al.
DELVISLIVES: Unlocks Officer Barbrady.
TMAJESTIC: Unlocks the Alien.

Space Invaders

Level Select and Classic Mode: This rather simple code will give you the ability to choose your starting level. At the main menu screen, press Circle and a level select menu will appear. Now you can choose your starting level. If you pick level 00, you will be taken to the final level; after defeating the "retro" space invader boss, you will be granted with a new option called "Classic." Go back to the main menu and highlight the "1 Player Mode" and press Left to reveal the Classic Mode. Press X and you will be playing the original arcade Space Invaders!

Speed Punks

Boost Start: This trick will give you a boost ahead of the other cars when you begin a race. At the start of a race when the lights start to count down, wait until the third red light beeps and then immediately hold the X button. For best results, try holding the X button about halfway in between the third and fourth light.

Instant Turbo Blast: In the middle of the game, press and hold the Accelerator and Brake buttons simultaneously. Now turn yourself around twice, so that you complete two 360s and let go of the Accelerator and Brake buttons.

Spider-Man

On the main menu screen, access the "Special" menu. Highlight and enter the "Cheats" option. Now put in any of these cheats (shown in caps.) on the "Enter Cheats" screen as shown.
Level Select: XCLSIOR

Invulnerable: RUSTCRST
Webbing: STRUDL
Game Comic Covers: ALLSIXCC
Movie Viewer: VIEWEM
Character Viewer: CVIEWEM
Storyboard Viewer: CGOSSETT
What If Contest: GBHRSRPM
Ben Reilly Costume: BNREILLY
Symbiote Spidey Costume: BLKSPIDR
Spidey 2099 Costume: TWNTYNDN
Captain Universe Costume: SCOSMIC
Spidey Unlimited Costume: PARALLEL
Scarlet Spider Costume: LETTER S
Amazing Bagman Costume: AMZBGMAN
Peter Parker Costume: MJSSTUD
Quick Change Costume: ALMSTPKR
Unlock J. James Jewett: RULUR
Full Health: DCSTUR
Big Heads: DULUX
Debug Info: LLADNEK
Everything: EELNATS
No Naughty Words: Enter a "naughty" word for a cheat password and Spider-Man will appear next to the word and punch it, turning it into a "nice" word.

Sports Car GT

Enter these codes at the "Press Start" screen.

Extra Money: Up, Left, Left, Right, Down, Right, L1, Square.

All Cars: Up, Right, Left, Right, Down, Up, L1, R2.

All Tracks: Down, Down, Left, Right, Up, Left, Circle, R2.

Spyro the Dragon

99 Lives: In the middle of the game, press the SELECT button and then press Square, Square, Square, Square, Square, Circle, Up, Circle, Left, Circle, Right, Circle, START. Your life counter will increase to 99!

Spyro 2: Ripto's Rage

In the middle of the game, press START to pause. Now enter any of these button codes for these results. You will hear a sound to confirm that you entered the code correctly.

Big Head: Up, Up, Up, Up, R1, R1, R1, R1, Circle.

Parappa (Flat) Mode: Left, Right, Left, Right, L2, R2, L2, R2, Square.

All Abilities: Circle, Circle, Circle, Circle, Circle, Square.

View Credits: Square, Circle, Square, Circle, Square, Circle, Left, Right, Left, Right, Left, Right.

Star Trek: Invasion

Unlock Everything: On the mission select screen, press Up, Left, Down, Right, Up, Right, Down, Left, Up, L1+R1, L2+R2. The screen will flash if the code was entered correctly. Now you will have access to all the levels. In the middle of any mission, press START to pause. On the pause screen, access the "Cheat Screen" option at the bottom of the menu. The Cheat screen will give you new options such as "One Hit Kills," "Player Can't Die" and "All Weapons".

View Credits Screen: On any mission briefing screen, press these commands five times: Left, Right, Up, Down.

Star Wars: Episode 1 The Phantom Menace

Test Droid Debug Cheat: Go to the main menu screen and move down to the "Options." Make sure you don't choose it and press Triangle, Circle, Left, L1, R2, Square, Circle, Left. You will hear a confirmation sound. Now press and hold L1+SELECT+Triangle at the same time and the screen will change to a "Test Droid" menu that allows you to choose your starting level, play sound effects, choose invincibility and play any movie in the game.

Street Fighter Alpha 3

Battle Shin Akuma: You must first open up Final Battle Mode by beating the game on difficulty 7 or 8. Once you do this, select Final Battle Mode from the main menu screen. On the character select screen, press and hold L1+L2 and choose your fighter. Keep holding it until the "VS." screen appears. You will then see Shin Akuma. Now your Final Battle fight will be with Shin Akuma instead of M. Bison!

Street Fighter EX 2 Plus

After unlocking these fighters, they can be found on the character select screen.

Play as Garuda: At the main menu, highlight "Arcade" and press SELECT, SELECT, SELECT, Right, SELECT, SELECT, Down, SELECT, SELECT, SELECT.

Play as Shadow Geist: At the main menu, highlight "Versus" and press SELECT, SELECT, SELECT, Down, SELECT, SELECT, SELECT, SELECT, Up, SELECT, SELECT, SELECT.

Play as Kairi: At the main menu, highlight "Option" and press SELECT, Right, SELECT, SELECT, SELECT, Down, SELECT, SELECT.

Play as Hayate: At the main menu, highlight "Bonus Game" and press SELECT, SELECT, Up, SELECT, SELECT, SELECT, SELECT, Up, SELECT, Left, SELECT, SELECT, SELECT, SELECT, SELECT.

Satellite Fall and Excel Bonus Games: At the main menu, highlight "Bonus Game" and press SELECT, SELECT, SELECT, SELECT, SELECT, Left, SELECT, SELECT, SELECT, Up, SELECT, Right, SELECT, SELECT.

Bison II Bonus Game: At the main menu, highlight "Bonus Game" and press SELECT (13 times), Up, SELECT, SELECT, SELECT, SELECT, Down, SELECT (14 times).

Maniac Mode: At the main menu, highlight

High Rollers

Who Wants to Be a Millionaire: 2nd Edition

Go to the "Enter Your Name" screen and enter the following names.

Regis Replacement Names: If you enter REGIS PHILBIN as your name, Regis will say something and deny you use of that name. He will then replace it with another name such as DREAMER, FIBBER, or SMARTY PANTS.

No Name: If you choose not to enter a name, you will be given a name like EINSTEIN, KATHIE LEE, GELMAN, or CODY. **Dan Blonsky:** Entering the name, DAN BLONSKY (one of the millionaire winners), will get you the replacement name, PHONY.

Millionaire Name: Entering the name, MILLIONAIRE will get you a replacement name, such as PHONY.

Need for Speed: High Stakes

Cop Code: Enter the game option screen and select the "User Name" option. Enter the name NFS_PD. This will allow any unlocked cop car to race on any track.

Hot Shots Golf

All Characters and Courses: To do this trick, you must first make sure that there are no memory cards in your system and a second controller must be plugged in. Now take controller two and hold the L1+L2+R1+R2 buttons simultaneously before the title screen appears. While holding these, go to the title screen. Immediately after the flash happens, press Up, Up, Down, Up, Left, Right, Right, Left, Up, Up, Down, Up, Left, Right, Right, Left. You must quickly do the button code as the Hot Shots logo is bouncing in, and finish the code before it stops. Once you do this, you'll hear a sound to confirm that it worked. Now begin your game, and on the character select screen, you will have access to all the players without having to earn them. On the course select screen, you will see that all the courses are now available!

Bust A Groove

Dance Preview: Finish the game under the "Normal" difficulty setting with any character and you'll open the Dance View on the main menu screen. You will be able to view dance moves, mess with camera angles, and other stuff with any of the characters who completed the game. Make sure you save! **Alternate Characters:** Highlight a character from the player select screen, hold SELECT, and press X. **Play as Capoeira:** Finish the game under the "Normal" difficulty level with any character.

Play as Robo-Z: Finish the game under the "Normal" difficulty level with any character after you acquire Capoeira.

Play as Burger Dog: Finish the game under the "Normal" difficulty level with Hamon after acquiring Robo-Z.

"Practice" and press SELECT, SELECT, SELECT, SELECT, SELECT, Left, SELECT, SELECT, SELECT, SELECT, Down, SELECT, SELECT, SELECT, Down, SELECT, Right, SELECT, Down, SELECT, SELECT, SELECT, SELECT.

Maniac Mode Sample: At the main menu, highlight "Practice" and press SELECT, Down, SELECT, Left, SELECT, Up, SELECT, Up, SELECT, Right, SELECT, Up, SELECT, Left, SELECT, Up, SELECT, Right, SELECT.

"Sample" will be in the Maniac Mode pause menu.

Street Sk8er

All Boards: On the main menu screen, press Right, Right, R1, R2, Left, Left, L1, L2. When you put in the code correctly, you'll hear someone say, "Yeah!"

Street Sk8er 2

On the title screen where "Press Start Button" is flashing, enter any one of these codes for the results shown. You will hear a click noise if the code was entered correctly.

Every Skater: Left, Left, Circle, Circle, L2, Square, Right, R2.

Every Course Open: Left, Right, Left, Right, Circle, Circle, R1, Square.

Every Board: Circle, Circle, Square, Circle, Square, Square, Circle, R1.

Supercross 2000

From the "Select Event" screen, have "Quick Race" highlighted and then press R1. Now enter the following passcodes for these results. You'll hear a sound to confirm correct code entry.

The Bikes Never Crash: NoCR4SH

Giants on Mini-Bikes: G14NTS

Supercross on Mercury: M3RCURY

Supercross on Venus: V3NVS

Supercross on the Moon: MOON

Supercross on Mars: M4RS

Supercross on Jupiter: JVP1T3R

Supercross on Saturn: S4TVRN

Supercross on Uranus: VR4NVS

Supercross on Neptune: N3PTVN3

Supercross on Pluto: PLVTO

Add Hop Button: HoP

Extra Camera Modes: MoR3C4MS

Just the Bikes: NoR1D3RS

Lookout (chabod!): H34DL3SS

All Riders Get in Your Way: LoCKM3

No More Off Track: NoOFFTR4CK

No More Getting Reset: K1PP1NGoK

Bigger Dirt Spray: B1GSPR4Y

Sydney 2000

You must enter this code very quickly (within about 3 seconds) to make it work. You will hear a sound if the code was entered correctly. Now access the Olympic option

Full Stats: At the main menu screen, press Left, Left, Right, Right, Up, Down, Left, Right, Left.

Syphon Filter

Level Select: Pause the game, go into the options menu. Highlight the "Select Mission" option, then press and hold Left+L1+R1+SELECT+Square+X.

All Weapons and Ammunition: Pause game-play and highlight the "Weapons" option. Hold Right+L2+R2+Circle+Square+X (in order). Note: Only the weapons normally available during the current level will become selectable.

Hard Mode: While on "New Game" on the title screen, press Left+L1+R2+Select+Square+Circle+X. You will hear Gabe say, "Damn it!" when entered correctly. When you start the first level, the screen will say "Hard Difficulty" under the area name.

Cinema Mode: When you begin the first level, go into the bar. When you get to the guy shooting at you from behind some crates, shoot him, then go into that room and out the window. On the right is a fence and an elevator; on the left is an alley. Go down the alley and you should be in a street with flaming squadcars at the end. On the left side are three doors. Use the Sniping

Mode to look up, and it should say "Theater" above the right door. Go up to the door and pause the game. Keep "MAP" highlighted, then press and hold in this order: Right+L2+R1+X. Gabe should say, "Got it" after you enter the code. When you press START again, you should be in the theater. Enter either curtain and all the movies should appear. Press X to skip any of the movies and press START to go back to the theater.

Syphon Filter 2

Level Skip: Pause the game in the middle of play. On the "Pause" screen, highlight Map and press and hold these buttons in this order: Right+L2+R2+Circle+Square. With these held, press X. You will hear a sound when entered correctly. Now go to the "Options" screen and enter the "Cheats" option. You'll find an option to end your current level and go to the next one.

Super Agent: Pause the game in the middle of play. On the "Pause" screen, highlight Weaponry and press and hold these buttons in this order: L2+SELECT+Circle+Square. With these held, press X. You will hear a sound when entered correctly. Now go to the "Options" screen and enter the "Cheats" option. You'll find an option to turn Super Agent on or off.

Movie Theater: Pause the game in the middle of play. On the "Pause" screen, highlight Briefing and press and hold these buttons in this order: Right+L1+R2+Circle. With these held, press X. You will hear a sound when entered correctly. Now go to the "Options" screen and enter the "Cheats" option. You'll see an option for movies on disc one or two. Move Gabriel up to the movie screen and press Triangle to watch a movie.

Tenchu 2: Birth of the Stealth Assassins

Unlock Every Stage: From the stage select screen, hold Square+Circle+Select. While holding these buttons, press Right, Right, Right, Up, Left, Down, R2.

Unlock All Items: On the "Items" screen, press Square, Square, Square, Circle, Square, Circle, Circle, Left, Up, Down, Right, R2, R2.

Increase All Inventory Items by 1: On the "Items" screen, hold Square+R1. While holding these buttons, press Right, Down, Left, Up. Repeat this code to get up to 98 of any item.

Regain Energy: Pause the game during play and hold Square. While holding Square, press Left, Right, Up, Down. Then let go of Square. Your game will continue with a 100 percent life bar.

Unlock Tatsumaru: From the stage select screen, hold Square+Circle. While holding these buttons, press R1, R2, L2, L1, Up, Down, Left, Right, SELECT.

Test Drive 6

From the main menu screen, move down to Race Menu. Highlight it and press X. Now, at the "Enter Your Name" screen, put in any of these codes for the results shown.

Get \$5,000,000 Cash: AKJGQ

All Tracks Available in Single Race: ERERTH

Tomba 2: The Evil Swine Return

Difficult Mini Game Clue: During the Trolley Ride, you will go past the second jump in

the tracks. As the Trolley approaches a very sharp left turn, slow the Trolley to a near complete stop. Lean Tomba to the left so that the Trolley will lean to the left as well. Carefully balance the Trolley so that Tomba does not fall off. Keep the Trolley leaning to the left around the turn, and you will be able to see the Clue on the right-hand side of the track, at the opposite side of the crest in the next left turn. The clue will be seen as Tomba reaches the next left turn. Now, shift Tomba and the Trolley to the right immediately by pressing and holding to the right. If done correctly, Tomba will acquire the last Clue in the Trolley Mini game.

Tomb Raider: The Last Revelation

In the game, face north (use your compass as a guide). The best way to do this is to hang from a ledge that is facing north, otherwise it will be nearly impossible to do this trick. Now press the Select button to go into your inventory screen. From this point, do one of these methods for the results as shown.

All Items: While the compass faces North, highlight the Large Medipack and hold L1+L2+R1+R2+Down on the D-pad. While holding these, press the Triangle button. This will exit the Inventory screen. Go back to the Inventory screen and you will see that you have all the items from the game.

All Weapons, Infinite Ammo, Unlimited Small and Large Medipack: While the compass faces north, highlight the Small Medipack and hold L1+L2+R1+R2+Up. While holding these, press the Triangle button. This will exit the "Inventory" screen and you will have all the weapons, unlimited ammo, etc.

Skip Current Level: While the compass faces north, highlight the "Load Game" option and hold L1+L2+ R1+R2+Up. While holding these, press the Triangle button. This will exit the "Inventory" screen. You will now be taken to the next level of the game!

Tomorrow Never Dies

While playing, press START to pause. Enter the following codes for the results as shown. Immunity from Bullets: SELECT, SELECT, Circle, Circle, Triangle, SELECT.

Pass Through Walls: SELECT, SELECT, Circle, Circle, Triangle, Triangle, Triangle.

Every Weapon and 50 Health: SELECT, SELECT, Circle, Circle, L1, L1, R1, R1.

Mission Complete: SELECT, SELECT, Circle, Circle, SELECT, Circle.

Tony Hawk's Pro Skater

Enter the following cheats while paused during play. If you entered these correctly, the screen will shake.

Big Head Mode: Hold L1 and press Square, Circle, Up, Left, Left. Go back to the main menu and then at the select player screen, you will see the skaters with big heads.

Special Available Anytime: Hold L1 and press X, Triangle, Circle, Down, Up, Right.

Get 10X Multiplier: Hold L1 and press Square, Triangle, Up, Down.

Get 13X Multiplier: Hold L1 and press X, Square, Square, Triangle, Up, Down.

Slow Mo: Hold L1 and press Square, Left, Up, Square, Left.

Skip To Restart Option: Hold L1 and press Square, Circle, X, Up, Down.

Blowout Trick: This trick will blow open the

Tony Hawk's Pro Skater 2

Unlock Everything: From the main menu screen, access Career Mode and choose to continue a career or start a new one. On the select player screen, choose a character and begin your game. In the middle of play, press START to pause the game and then press and hold the L1 button.

While holding this button, press X, X, X, Square, Triangle, Up, Down, Left, Up, Square, Triangle, X, Triangle, Circle, X, Triangle, Circle. The screen will shake when entered correctly. Select the "End Run" option after entering the code, and you will have access to all the cheats in the game!





game and give you a new character. From the menu, access Career Mode. Begin a new game and press START to pause. Press and hold the L1 button and enter Circle, Right, Up, Down, Circle, Right, Up, Square, Triangle. The screen shakes if entered correctly. Go to the main menu screen. Choose to continue the Career Mode and Officer Dick, all tapes, levels, medals, stats and FMV movies will become available.

Tony Hawk's Pro Skater 2

From the main menu screen, access Career Mode and choose to continue a career or start a new one. On the "Select Player" screen, choose a character and begin your game. In the middle of play, press START to pause the game and then press and hold the L1 button. While holding this button, enter any of these codes to unlock the following features. The screen will shake when each of these tricks are entered correctly.

Unlimited Special Meter: X, Triangle, Circle, Up, Left, Triangle, Square.

Fast Motion: Down, Square, Triangle, Right, Up, Circle, Down, Square, Triangle, Right, Up, Circle.

Full Statistics: X, Triangle, Circle, Square, Triangle, Up, Down.

No Blood: Right, Up, Square, Triangle.

Skinny Skater: X, X, X, X, Square, X, X, X, X, Square, X, X, X, X, Square.

Obese Skater: X, X, X, X, Left, X, X, X, X, Left, X, X, X, X, Left.

NeverSoft Pro Skaters: On the main menu screen, press and hold L1. While holding this button, press Up, Square, Square, Triangle, Right, Up, Circle, Triangle. The skate will spin around to confirm the code was entered correctly. Now access the Create Skater Mode. Choose an empty skater slot from the roster and enter any of the following names to automatically create members of the NeverSoft team.

AARON CAMMARATA
RALPH D'AMATO
JOEL JEWETT
CONNOR JEWETT
MICK WEST
JOHNNY OW
NOEL HINES
GARY JESDANUN
RYAN MCMAHON
NOLAN NELSON
SCOTT PEASE
CHRIS RAUSCH
JUNKI SAITA
DARREN THORNE
JASON UYEDA

Trick'n Snowboarder

Play as Resident Evil 2 Characters: Note: The RE2 characters are available for play only in Free Mode. At the title screen, press the following buttons in order: Triangle, Triangle, X, X, Square, Circle, Square, Circle. If you did it right, you will hear a minor audio cue. Now, select Free Mode. Once you are in the character select screen, press L2 or R2 to use the Resident Evil 2 characters: Leon, Claire and the dreaded zombie cop.

Twisted Metal 4

From the options screen, access the "Password" option. Now enter the button codes shown below for various results. You will hear an evil laugh if entered correctly.

Unlimited Specials: Triangle, L1, Down, Triangle, Up.

Only Pick Up Napalms: Right, Left, R1, Right,

Circle.

CPU Shoots Only You: Right, Triangle, Right, Triangle, L1.

Vigilante 8

From the main menu screen, access the options and choose "Game Status." Next, press the Circle button for the passcode and enter one of the following codes.

Invincibility: L_WILL_NOT_DIE

No Enemies: GO_SIGHTSEEING (This allows you to pick "no enemies" in Arcade Mode.)

Lighter Cars: REDUCE_GRAVITY (The vehicles will jump higher.)

Vigilante 8: 2nd Offense

Go to the title screen and access "Options." Highlight "Game Status" and press X. Press X again at "Player 1" and X one more time to highlight "Sheila." Now press L1+R1 simultaneously and enter any of these codes as shown. Press X when you are done entering the code. You will hear a voice to confirm correct entry. Press Square to go back to the main menu to begin your game.

Remove Delay Between Weapon Firing:

RAPID_FIRE

Increased Difficulty to Super Hard:

UNDER_FIRE

Extra Explosion on Interceptor Missiles:

LAST_FIRE

From the main menu, choose the options screen. From there, press the X button on Game Status, choose your player with X, then press the L1+R1 buttons simultaneously. You can now enter these passcodes for the results shown. You will hear a voice say, "Funky" when they are entered correctly. Be sure to press the X button after entering each code in order to complete it. Each time you complete a code, you will have to press L1+R1 again to enter a new one.

No Enemies: HOME_ALONE

Monster Wheels: GO_MONSTER

VR Baseball '99

Easy Outs: In the middle of a game against the computer, get to the part of an inning where you are playing in the outfield (A computer player must only be on first base for this trick to work). Have the pitcher throw the ball to the second baseman. Make the second baseman run out to the grass behind (above) second base. Then throw the ball to home plate. The computer player on first base will run toward second. Quickly throw the ball back to second base for an easy out.

V-Rally 2: Need for Speed

All Bonus Cars and Levels: On the title screen, highlight and enter "Game Options." Now move down and access Game Progression. On this screen, quickly press L1, R1, Left, Right, Left, Right, Up, Down, Up, Down, X, X+SELECT. Once the code is entered correctly, you'll hear a buzzing noise. Now you can open up any level and car by pressing X on any rectangle.

Warcraft II: The Dark Saga

Enter these while paused in the middle of gameplay at the password screen.

Game Victory: NTTCLNS

Game Loss: YPTFLWRM

Don't End Game: NVRWNNR

Easier Lumber: HTCHTXNS

WCW Mayhem

All Wrestlers: PLYHDNGYS

Play as Same Wrestlers: DPLGNRS (Play as

the same wrestler as your opponent in versus mode.)

Full Attribute Wrestlers: MKSPRCWS

All Backrooms: CBCRMS (Now you can fight in the backstage areas in a one-on-one fight by running to the entrance. Have both wrestlers move toward the back. You can choose which area you want in the match options under Match Setup.)

Classic TNT Nitro: PLYNTRCLSC (On the ring selection screen, choose the "Nitro" ring to wrestle at the TNT Nitro stadium.)

Enable Quest Cheat: CHT4DBST (In Quest For The Best Mode, press Right to move up in the rankings. This will also give you the ability to unlock more hidden characters as you move up the ranks!)

Wipeout 3

Enter the following codes as default names.

All Tracks: WIZZPIG

Bonus Ships: AVINIT

Wu-Tang: Shaolin Style

All Fighters in Versus Mode: On the main menu screen, press Right, Right, Right, Right, Left, Left, Left, Left, Square, Circle, Square, Circle. You will hear a groaning sound. Now go into the Versus Mode and you will see that all the hidden fighters are now available for use.

Fearmentor: First, enter the "All Fighters in Versus Mode." Highlight RZA and hold the SELECT button. With SELECT held, press the X button.

Cerith: First, enter the "All Fighters in Versus Mode." Highlight GZA and hold the SELECT button. With SELECT held, press the X button.

Sinesis: First, enter the "All Fighters in Versus Mode." Highlight U-God and hold the SELECT button. With SELECT held, press the X button.

Bone Gear: First, enter the "All Fighters in Versus Mode." Highlight Raekwon and hold the SELECT button. With SELECT held, press the X button.

Gasche: First, enter the "All Fighters in Versus Mode." Highlight Masta Killa and hold the SELECT button. With SELECT held, press the X button.

Hystrix: First, enter the "All Fighters in Versus Mode." Highlight Method Man and hold the SELECT button. With SELECT held, press the X button.

Lecher: First, enter the "All Fighters in Versus Mode." Highlight Ol' Dirty and hold the SELECT button. With SELECT held, press the X button.

Xin: First, enter the "All Fighters in Versus Mode." Highlight Inspecta Deck and hold the SELECT button. With SELECT held, press the X button.

Otis: First, enter the "All Fighters in Versus Mode." Highlight Ghostface Killah and hold the SELECT button. With SELECT held, press the X button.

X-Men: Mutant Academy

Unlock Everything: On the main menu screen, press SELECT, Up, L2, R1, L1, R2. You will hear a voice if the code was entered correctly. Next, go to the Arcade, Survival or Academy modes and you will be able to play as Toad, Mystique, Sabretooth and Magneto. In Cerebro mode, you will have access to all the cinematics and behind-the-scenes footage!

Creatures of the Wild

Croc 2

Max-Out Your Crystals: On title screen, hold down L1 and then press Square, Square, Circle, Down, Left, Right, Left, Right. Once you activate the code, begin your game and hold R2 and press Square to add 100 crystals. You can add as many as you like (press the same button sequence) for a maximum of 9,999!

Frogger

Once you do either of these tricks, you'll see the results in text on the bottom of the screen.

All Zones Open: Pause the game during play and press Right, Square, Triangle, Square, Triangle, R1, L1, R1, L1, Circle.

Infinite Lives: Pause the game during play and press Right, Square, Triangle, Square, Triangle, X.

Tarzan

On the main menu screen, quickly put in these button combinations for the following tricks.

Level Select: Left, Left, Right, Right, Up, Down, Left, Right, Up, Up, Down, Down. Now move down past the "Load Game" option and "Cheats" will appear. Select this option to have access to the game levels. Press Right to get the bonus levels.

In-Game Cheat Menu: After entering the "Cheats" on the main menu screen, press L1, R1, L1, R1, L1, R1, L1, R1, L2, R2. Next, pick a level and enter it. Now press START to pause. The "Cheat Menu" will appear at the bottom of the screen. Access this option to get access to all letters, mucho fruit, infinite lives, etc.

T'ai Fu: Wrath of the Tiger

Debug Menu: Start a game and finish any level to access the "Map" screen. While there, press SELECT+L1+L2+R1+R2 to open the Debug Mode. Now you can choose any starting level in the game!

Enable Cheat: First, enter R2, Triangle, R2, Triangle, Circle, X, Square. (Note: Cheats are to be entered quickly at any time during gameplay—don't pause the game.)

Full Chi Bar: R2, Triangle, R2, Left, Right, Square.

Invincibility: R2, Triangle, R2, Left, Right, R2.

Huge Enemies: R2, Triangle, R2, Left, Right, Up.

Half Size Enemies: R2, Triangle, R2, Left, Right, Down.

Nine Lives: R2, Triangle, R2, Left, Right, X.

All Fighting Styles: R2, Triangle, R2, Left, Right, Triangle.

Full Health: R2, Triangle, R2, Left, Right, Circle.



Game Boy

Army Men

From the main menu screen, move down and select "Password." Now enter any of the symbol passwords below to open up various levels in the game.

DESERT

All Cactus Flats Levels: Machine Gun, Grenade, Machine Gun, Grenade.

All Casa Plastica Levels: Jeep, Jeep, Grenade, Machine Gun.

All Winding Canyon Levels: Machine Gun, Mortar, Machine Gun, Helicopter.

ALPINE

Prison Camp Levels: Plane, Machine Gun, Grenade, Machine Gun.

Winding River Levels: Plane, Tank, Mortar, Jeep.

All Desert and Alpine Levels Open: Plane, Tank, Plane, Machine Gun.

Asteroids

Enter the following codes on the "Password" screen.

Open Cheat Menu: CHEATONX (In the middle of a game, press the SELECT button to bring up the menu. Press Up or Down to choose a level and Right or Left to choose a zone. Press A to toggle invulnerability.)

Get the Excalibur Ship: PROJECTX

Unlock Classic Mode: QRTREATR

Caterpillar Construction Zone

Stage Select: On the title screen, move down to Continue and access it. Now put in your password as BG6S and press the "Done" option. Now you will be in the game. Press START and access the "Passwords" option. You will now have passwords to all the stages and levels in the game. Choose any of these levels and you will automatically begin there.

Croc

Open All Levels: On the main menu screen, access the "Password" option. Now enter PQHPBFDHJB to get access to all levels, but no pickups.

Duke Nukem

Enter the following codes on the title screen when "Press Start" is flashing.

Invincibility: Up, Down, Down, Left, Right, Left, Up, Up.

Level Select: Left, Right, Up, Up, Down, Up, Right, Left.

Ghosts 'N Goblins

From the main menu, move down to password and enter the following code to get to the last level and face the last level boss.

Final Boss: N8C(Heart Icon)K4oN

Godzilla: The Series

On the main menu screen, choose "Password" and enter any of the following codes.

Level 2: NCFRGJBBK

Level 3: DMTFLSBFQM

Level 4: PKDJMPLNPS

Level 5: KDQLHRNDCN

Level 6: DQSPCFPFJR

Full Power on Last Level: DMJMBJRFFR

Hot Wheels: Stunt Track Driver

All Vehicles and Levels: On the main menu screen, select the "Password" option and enter Down, Left, Up, A, Down, Right.

Looney Tunes: Carrot Crazy

Level Skip: From the main menu screen, access the options. Now, enter Taz, Elmer Fudd, Daffy Duck. While playing the game, press START to pause then press SELECT to skip to the next level.

Lucky Luke

Train Stage: Luke, Horse, Horse, Old Man, Luke.

Buffalo Stage: Coyote, Horse, Luke, Old Man, Old Man.

Cheyenne Mountains: Old Man, Coyote, Luke, Horse, Coyote.

Mario Golf

Golf Left-Handed: Press and hold the SELECT button, then press the A button. If you choose Mario, Wario, Luigi or Club Champs, that golfer will be a left-handed player.

Infinite Retries: Before completing a hole, save your game and exit—don't turn off the Game Boy. Once you return to your game, you will be able to replay the hole again.

Men in Black

Levitate Code: From the Command Center, highlight and enter the "Access Codes" option. Now put in o6o1. The screen will say, "Error." Press START and you'll go back to the Command Center. Begin your game and while you're standing, press and hold SELECT+Up to float into the air. While in the

Driver

From the main menu screen, highlight and choose Undercover. Then choose to continue and enter these passwords as shown.

Stage 2: Tire Mark, Police Badge, Pylon, Red Light.

Stage 3: Traffic Light, Key, Key, Blue Light.

Stage 4: Pylon, Pylon, Pylon, Police Badge.

Stage 5: Key, Red Light, Red Light, Traffic Light.

Stage 6: Key, Police Badge, Tire Mark, Blue Light.

Stage 7: Police Badge, Pylon, Police

Badge, Red Light.

Stage 8: Red Light, Police Badge, Key, Tire Mark.

Stage 9: Pylon, Blue Light, Red Light, Red Light.

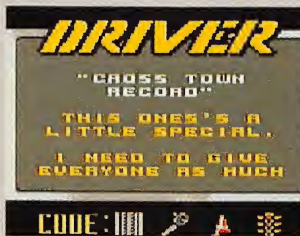
Stage 10: Police Badge, Police Badge, Traffic Light, Pylon.

Stage 11: Blue Light, Key, Key, Key.

Stage 12: Traffic Light, Tire Mark, Red Light, Police Badge.

Stage 13: Key, Police Badge, Police Badge, Pylon.

Stage 14: Red Light, Blue Light, Red Light, Blue Light.



air, press Left or Right to move.

Acquire the Noisy Cricket Gun: After entering the fly code, press the SELECT and A button simultaneously. There will be a lightning symbol next to your lives. Now you'll have three huge shots that will knock you back if you stand still!

Skip Stages: Put in 2409 as a password and then begin a new game. To skip to the next level, press START to pause and then press Select.

Mr. Nutz

The following codes are entered as passwords.

Journey Skip: NNSTTR (In the middle of a game, press and hold START, then press SELECT. You will be warped to the next journey in the level!)

Adventure Park Level: DDMNNN

Living Room Level: NNRRGG

Volcano Underpass Level: CCLLRS

Mean Streets Level: JJMPPR

Ice Scream Level: SWWTCH

Pac-Man: Special Color Edition

Pac-Attack Level Codes: Press START on the title screen. Now move down and choose Pac-Attack. On the Pac-Attack title screen, move down and access Puzzle Mode. On the Puzzle Mode main menu screen, choose Password. Now you can enter any of these level codes.

Level 2: HNM

Level 3: KST

Level 4: TRT

Level 5: MYX

Level 6: KHL

Level 7: RTS

Level 8: SKB

Level 9: HNT

Level 10: SRY

Pokémon

Easy Level Gain: To easily gain experience, simply switch the Pokémon you want to

train with the top Pokémon on your list.

When you go into battle, the Pokémon will pop out. You can then switch to another Pokémon. Once you win the battle, both the beginning Pokémon and the fighting Pokémon will both gain experience points.

Fight Safari Zone Pokémon: This will allow you to fight and catch the Safari Zone Pokémon outside of the Safari Zone. To begin you must have a Pokémon with the Surf Ability. Now go to the Safari Zone and enter the area where the Pokémon you are trying to catch is found. Stay in the section until the time runs out. Go to the Seafoam Islands by surfing south of Fuchsia City. Be sure you don't encounter any enemies on the way, or the trick won't work (this does not include the Pokémon in the water on the way there). On the edge of the islands there is a strip of the screen that is half land and half water. Now, surf on this section and just keep going up and down on it. When you run into an enemy, it will be the Pokémon from the Safari Zone section you just left. This time though, you will be able to fight them and use the other Balls on them as well.

Infinite Items (Red and Blue only): First, head to Viridian City and talk to the old man who instructed you how to use Poké Balls. When he asks you, choose to watch his demonstration again. After that, immediately fly to Cinnabar Island. Choose one of your Pokémon who has the Surf Ability. Ride up and down the east coast of the island (hugging the shoreline) until you get into a battle. Eventually, you will encounter one of two glitchy Pokémon, either one with a name made up of scrambled boxes or the infamous Missingno. Whatever you do, do not catch any Pokémon that you encounter here. Repeat: Do not catch any of them! It will ruin your saved game. Run from every battle as soon as you get into one. After running from a battle with a glitch Pokémon, check your inventory. Whatever item was in the sixth slot should have a strange symbol where the

Spider-Man

From the main menu, choose "Continue" and enter these passwords as shown.



Venom Conquered: GVCBF
Lizard Man Conquered: QVCLF
The Lab: G-FGN





quantity used to be. This usually means that you have well over 100 of that item. This trick can be done repeatedly, so you can essentially have infinite items. Now, you can have a ton of Master Balls or enough rare candy to power up all your Pokémon to level 100. Just don't power them up past that because you then run the risk of damaging your saved game.

Puzzle Master

Unlimited Tools: On the title screen, move down and access the "Password" option. Now put in CHEAT as your password. Now your number of Adventurer's Tools won't diminish. They will all stay at the number 9.

Rampage 2: Universal Tour

On the main menu screen, highlight and enter the "Password" option, then enter one of the following codes.

Play as Lizzie: S4VRS4560.

Play as George: SM14N1230.

Play as Ralph: LVPVS7890.

Play as Myukus: NoT3T3210.

Rayman

Pause in the middle of the game and then enter one of the following codes.

99 Lives: Left, A, Right, B, Up, A, Left, B, Down, A, Right, B, Up, A, Left, B.

World Map: A, Left, A, Left, A, B, Right, B, Up, B, A, Left, A, Down, A.

All Powers Available: Right, Left, Up, Down, A, Up, Up, Down, Down, B, Right, Right, Left, Left, A.

Gain Back Energy: B, Right, A, Up, B, Left, A, Down, B, Right.

Ready 2 Rumble Boxing

On the main menu screen, enter any of these codes while highlighting Arcade Mode.

Unlock Kemo Claw: Left, Left, Left, Right, Right, Right, Left, Right, Left, Right.

Unlock Nat Daddy: Right, Right, Right, Left, Left, Left, Right, Left, Right, Left.

Unlock Damien Black: Right, Left, Right, Right, Left, Left, Right, Right, Right, Left, Left, Left.

Rugrats: Time Travelers

On the title screen, press Right and access the "Password" option. Now you can enter these codes for different levels in the Toy Palace.

North Wing: CQKJFSS

East Wing: CRVWLJNG

South Wing: PLVYPFNS

West Wing: TQYBQXFS

Space Invaders

Classic Space Invaders: CLSS1281999DBM

Mars Level 46: ?WZ4VCLN4W81V?

Jupiter Level 61: RSSN3QJ78?GJMC

Saturn Level 76: WSPZMS08N?H8NF

Uranus Level 91: CV1?QWKGJ3X8R5

Neptune Level 106: HV27RW1GN3YOR7

Pluto Level 121: MV7HRLHS3ZSR9

Star Wars Episode 1: Racer

Boost Start: First, start a race. As the countdown begins, wait until it reaches "1." As soon as the number goes away, immediately press and hold A. If your timing is correct, you will get a boost ahead of the other racer. The timing is tricky, so keep trying if you miss it the first time.

Star Wars: Yoda Stories

Enter these passwords to get to the different stages as shown.

Stage 2: XKJ

Stage 3: GJP

Stage 4: TDM

Stage 5: WTM

Stage 6: ZBV

Stage 7: QTC

Stage 8: TGR

Stage 9: VDP

Stage 10: BFG

Stage 11: FNP

Stage 12: STJ

Stage 13: FTG

Stage 14: BLP

Stage 15: YSF

Super Mario Bros. Deluxe

Many of the old tricks for the original Super Mario Bros. game on Nintendo work on the new Game Boy Color version. For example, the warp zone found in World 1-2 is still intact!

Warp Zone: Go to World 1-2 and find the second set of moving platforms (the ones moving upward). Get on these platforms and ride them until you reach the top. Then jump up and to the right. You will land on the top bricks of the level. Run right and keep going until you reach an opening. Fall down the opening and you'll see three pipes that will allow you to automatically warp to worlds 2, 3 or 4!

Max Out Lives: Go to World 3-1 and get to the end of the level where the staircase of blocks leads up to the end-level flagpole. Two turtles will come down the steps and you'll have to avoid or get rid of the first one. Now, you will have to get the second turtle shell between one of the blocks and Mario's body by jumping on it to make it bounce off the block and Mario multiple times. Once you do this correctly, your score will increase and eventually turn into 1-Ups! This way you can max out your lives!

The Lost Levels: Basically, you must get the number-one position on the "Ranking" screen (a minimum score of 300,000 points). Then on the title screen, select the Luigi icon for an entirely new game—Super Mario Bros. 2: The Lost Levels.

You vs. Boo: You must get a minimum score of 100,000 points. On the title screen, select "Boo" for the "You Vs. Boo" bonus levels.

Five Extra Lives: Note: This works only on a new game. Select the "Toy Box" option at the main menu screen, and then choose the "Fortune Teller" option. Keep choosing cards until you get the Extremely Lucky card. This will give you five lives. Return to the main menu and choose to play the original levels. Start a new game to begin with 10 lives instead of five.

Play as Luigi: Press the SELECT button at the Map screen before you begin a level. This will let you play as the green plumber instead of the red one.

Tarzan

Level Passwords:

3-1: Vertical Lines, Vertical Lines, Maze, Swirl.

4-1: X, Moon, Up/Down Arrows, Cross.

5-1: Up/Down Arrows, Up/Down Arrows, Moon, Vertical Lines.

6-1: Swirl, Maze, Cross, Up/Down Arrows.

Tazmanian Devil: Munching Madness

Enter these passwords to attain the following levels in the game.

China Level: BLGNGJPDFTJ

Switzerland Level: LMBPBKTFKDPK

Turok 3: Shadow of Oblivion

On the title screen, highlight and enter the options.

Access the "Password" option and enter any of these codes for the results shown.

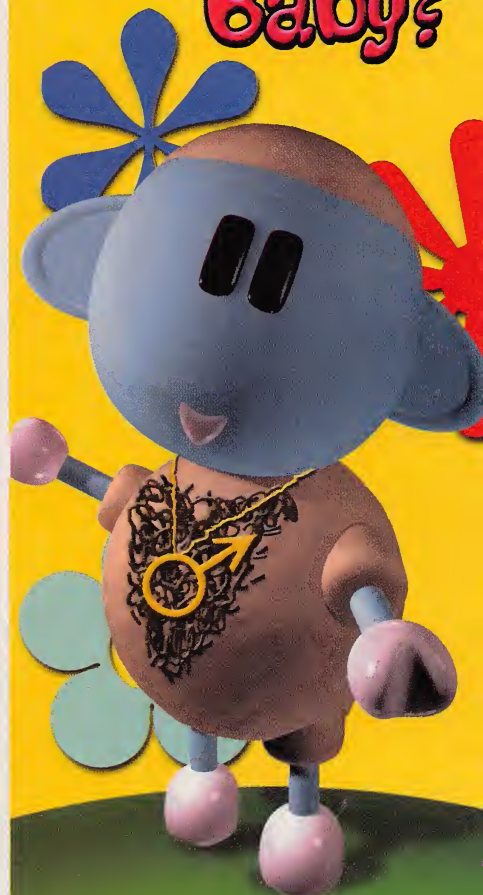
Level Skip: XCDSDFS (Pause the game and press Left or Right to change levels. Press the SELECT button to go to that level.)

Infinite Lives: FJVHCK

Wacky Races

Hidden Tracks and Characters: From the main menu, highlight and enter the options. Move down to "Password," press B and put in MUTTLEY as the name, then press A.

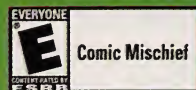
Do I Make You Woolly Baby?



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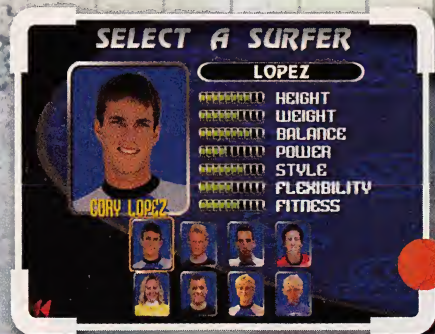
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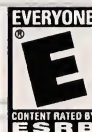
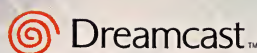
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Coming Soon

HOT TITLES ON THE GAMING HORIZON

PS2 PlayStation 2

Twisted Metal Black

Publisher: SCEA

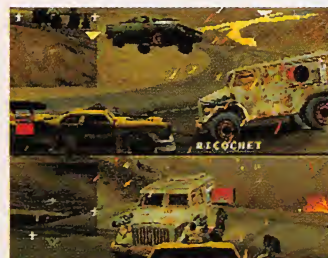
Developer: Incognito Studios

Release Date: July

Vehicular combat explodes onto the PS2 gaming scene with Twisted Metal Black.

The latest in the popular Twisted Metal series, TMB utilizes the PS2's capabilities to create a realistic and darkly themed game. If you loved the first two Twisted Metal games but could care less about the two follow-ups by 989, take heart—this game is going to kick serious butt. Why? Because the same teams that did the first two are working on this one!

An early look at the game shows impressive graphics (your jaw will drop when you see Sweet Tooth transform into a giant robot) and fast-paced gameplay. There are plenty of in-level hazards to interact with, and get ready to wreak havoc with some spectacularly enhanced power-up weapons. We can hardly wait.



XG

76

Red Faction

Publisher: THQ

Developer: Volition

Release Date: March

The console world is finally getting its share of quality first person shooters, and now it can add Red Faction to the list of excellent titles.

Red Faction looks to break the mold of the traditional FPS with a more story oriented style of gameplay, similar to Half-Life. The game also has an innovative physics engine that lets you blow holes in almost everything to create traps or hiding places. Its multiplayer mode will probably feature a two-player split screen, (four-player capability is unlikely).

If the simplicity of the recent FPSs hasn't been your thing, keep a look out for Red Faction.

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Dreamcast

Dino Crisis

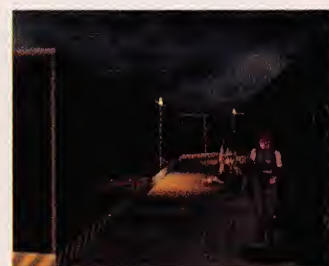
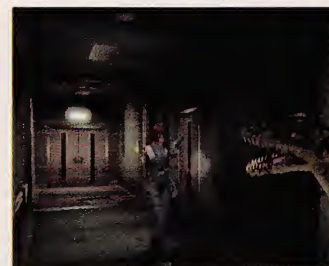
Publisher: Capcom

Developer: Capcom

Release Date: November

Capcom's particularly twisted take on *Jurassic Park* is coming to the Dreamcast! Although there's been a tremendous improvement in the graphics department, the game is pretty much the same as its PlayStation cousin. Still, if you missed *Dino Crisis* on the PS, you'll want to check it out.

The gameplay is similar to *Resident Evil*, although there's a significantly larger focus on puzzle solving. The game's attention to detail creates a sense of realism and contributes to an overall spooky ambience. The story does a pretty good job of keeping things suspenseful, and like RE, there will be times when you'll jump out of your seat. Also, there are various points in the game where you have to make split-second decisions that will affect the direction of the story, and of course, which ending you can expect when you beat the game.



Speed Devils Online

Publisher: UBI Soft

Developer: UBI Soft

Release Date: November

Anyone who was lucky enough to discover this highly underrated DC launch game last year knows what to expect from *Speed Devils Online*.

UBI Soft's aiming for an online community with this one. Up to five people can set up and enter a race. Winning, setting the fastest time and busting radars are just a few of the ways to earn some extra cash. If that weren't enough, it's also possible to make bets with other racers, or even challenge them to a winner-takes-all duel where the prize is the loser's ride. Nice extras like chat and world ranking round out this sweet little package. A word of warning: If you're not gonna play this online, buy the original game.

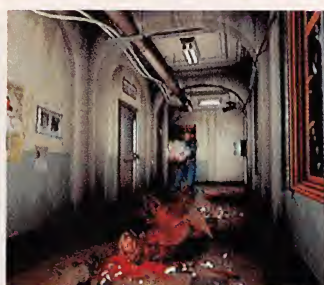
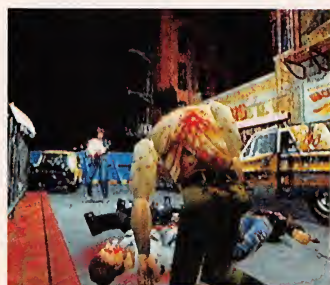


18 Wheeler

Publisher: Sega
Developer: Sega
Release Date: February

Considering the popularity of Crazy Taxi, Sega would have been crazy not to offer a new wacky driving simulation like 18 Wheeler. Like Crazy Taxi, you must make use of your mad driving skills to beat the clock, but instead of picking up and dropping off passengers, you'll be delivering cargo. You'll have to avoid traffic, other trucks and various obstacles in your trek. You're scored not only on time, but also on the condition of your truck once you reach your destination. The game also tries to incorporate a realistic feel in the physics and handling of the truck.

The Dreamcast version (as opposed to the arcade original) contains a two-player split screen mode and some extra one-player modes. Also, US players can look forward to playing online. If you're itching for some fast-paced driving action, but don't want to settle for the typical racing title, set your sites on 18 Wheeler.



Resident Evil 2

Publisher: Capcom
Developer: Capcom
Release Date: December

On the last page, we talked about Capcom's re-release of an updated Dino Crisis for the Dreamcast. Well, if you'd rather shoot zombies than dinosaurs, you're in luck. The good folks at Capcom are also porting over their smash game, Resident Evil 2.

Like the Dreamcast release of Dino Crisis, the gameplay in Resident Evil 2 remains mostly unchanged. There's still the same suspense, the same horror, the same zombie-killing and the same questionable voice acting. The main change is the graphics—they look even better than they did on the PlayStation.

While Capcom's decision to port over all these old games may seem like another quick way to cash in on its franchise series, we like to think that it's a good way to play some classics all over again.

PlayStation

Lunar 2: Eternal Blue

Publisher: Working Designs

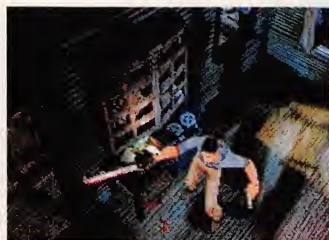
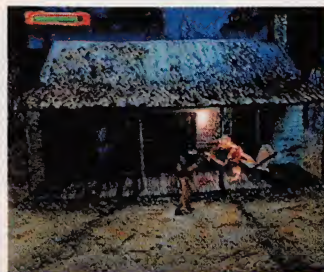
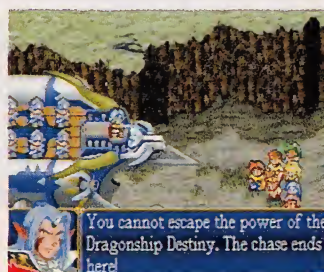
Developer: Game Arts

Release Date: November

Although this classic RPG first made its home on the Sega CD system, Working Designs decided to give it a second chance and has now brought it over, complete with a graphical overhaul, to the PlayStation.

This sequel picks up roughly 1,000 years after the end of the first Lunar game, so don't expect to see many familiar faces (well, maybe there are one or two...). While the characters are unfamiliar to old Lunar fans, there are many links between the original game and this one.

Also, as it tends to do with most of its games, Working Designs has packed this title with tons of goodies, including the game's soundtrack, a "Making of" CD and a full-size replica of Lucia's pendant. If you love RPGs, you should check out this game.



Evil Dead: Hail to the King

Publisher: THQ

Developer: Heavy Iron Studio

Release Date: December

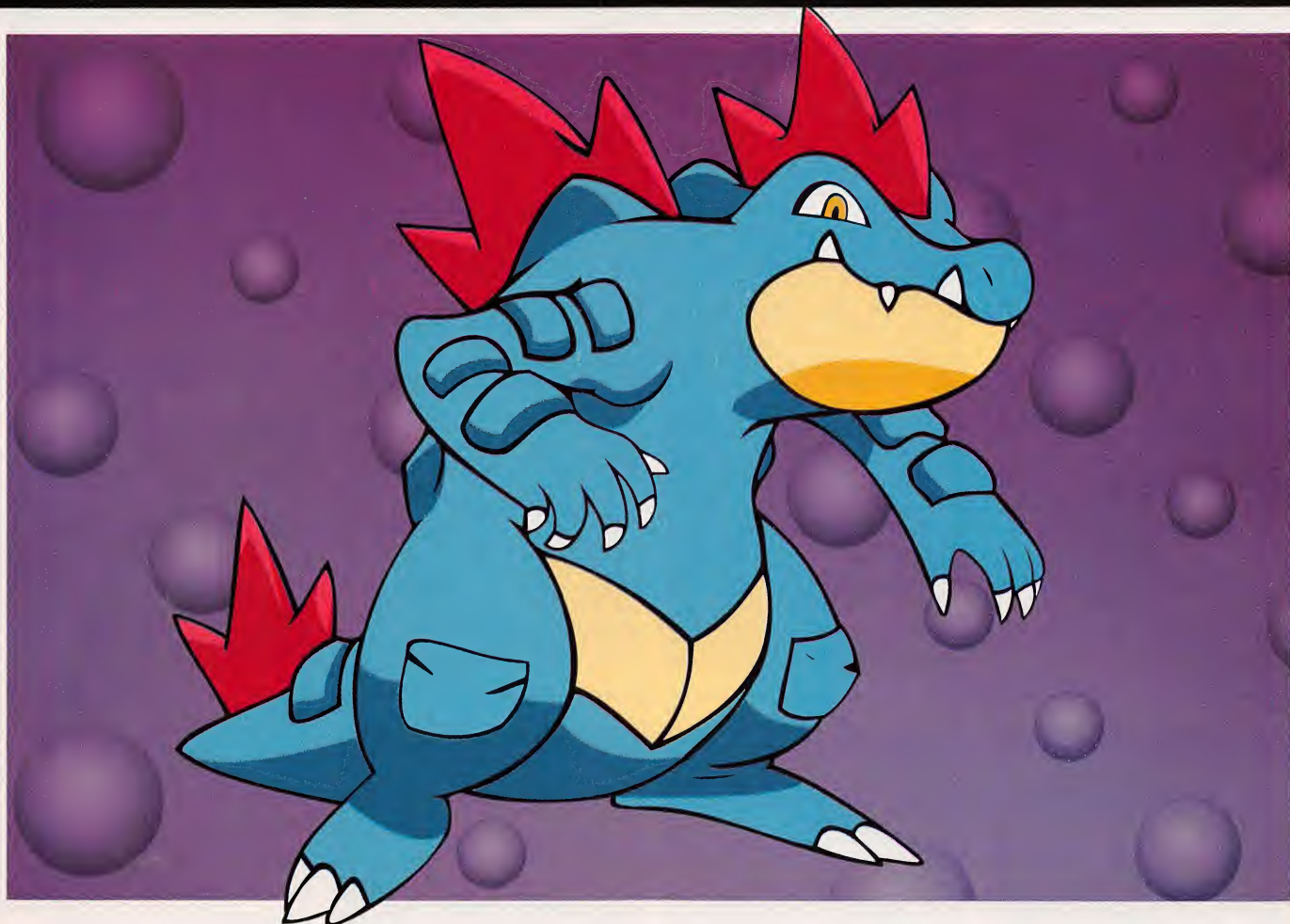
If there was ever a series of movies that screamed to be turned into a video game, it's...well, it's Star Wars. But if there was a series of movies after that, it's the Evil Dead films.

For years, loyal fans have been begging for a chance to control Ash, armed with his chainsaw and "boom-stick," on a crusade to wipe out the Deadite menace. Well, now THQ has finally delivered a Resident Evil-style game that not only provides solid gameplay, but also manages to maintain the offbeat humor of its cinematic inspiration.

Bruce Campbell has recorded tons of new dialogue for the game, so expect to hear plenty of new one-liners after you finish off the bad guys. With all these ingredients, the game should be as much fun as the movies.

Game of the Month

J A N U A R Y 2 0 0 1



Go for the Gold (and Silver)



It's not often that you see a Game Boy game make Game of the Month here in *Expert Gamer*, but when there's a game as anticipated as Pokémon Gold and Silver, how can we ignore it? There's plenty of people out there who still rip on Pokémon as being merely a fad, but they've obviously never played the game. If you can get past the hype, you'll find a relatively simple, yet highly addictive RPG underneath the layers of marketing. Getting together with your friends and trading rare Pokémon adds an extremely fun dimension to the game. This, coupled with evolving and battling the 250+ pocket monsters, give the Pokémon games nearly unlimited replay value. With all that goodness, how could Pokémon Gold and Silver not be Game(s) of the Month?



The Basics

■ If you're playing Pokémon Gold and/or Silver, chances are that you've already played one of the older versions of the game. In terms of the game's mechanics, not much has changed, except for a few things that have been tweaked to make sub-menus easier to navigate.

■ As far as strategy goes, most of the techniques that you've formed before will still work here, although you must also deal with several new factors. The game's clock feature, new types of Pokéballs and two new Pokémon types (Dark and Steel) are among the new features that you'll have to adjust to. Throughout this guide, we'll discuss these and other changes and we'll explain how you can use them to catch 'em all.

Evolution Revolution

■ Remember back when evolving a Pokémon was simply a matter of leveling up, trading or using a stone? Well, those days are gone. In Gold and Silver you not only evolve Pokémon by the old techniques, but you also have to trade Pokémon who are holding specific items or treat some of them kindly so they'll evolve on their own.

■ The evolution-by-kindness is an enhanced version of the mood meter that was introduced via

Pikachu in Pokémon Yellow. If you treat a certain Pokémon well, it becomes friendlier with you and will eventually evolve. Make it happy by using it in battle a lot, letting it hold items, using items on it, not letting it stay "fainted" for long periods of time and by taking it to the Pokémon Salon in the underground tunnel in Goldenrod City.

■ Below is a list of how to use these new techniques

- Trade a **Poliwhirl** with a **King's Rock** to evolve it into a **Politoed**.
- Trade a **Slowpoke** with a **King's Rock** to evolve it into a **Slowking**.
- Trade a **Onix** with a **Steel Coat** to evolve it into a **Steelix**.
- Trade a **Seadra** with a **Dragon Scale** to evolve it into a **Kingdra**.
- Trade a **Scyther** with a **Steel Coat** to evolve it into a **Scizor**.
- Trade a **Porygon** with a **Up-Grade** to evolve it into a **Porygon 2**.
- If **Eevee** evolves due to mood during the day, it becomes **Espeon**.
- If **Eevee** evolves due to mood during the night, it becomes **Umbreon**.
- **Chansey** evolves by mood into **Blissey**.
- **Golbat** evolves by mood into **Crobat**.
- **Togepi** evolves by mood into **Togetic**.
- **Pichu** evolves by mood into **Pikachu**.
- **Cleflea** evolves by mood into **Clefairy**.
- **Igglybuff** evolves by mood into **Jigglypuff**.

New Poké Balls

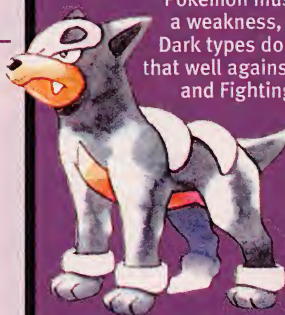
Once you reach Azalea Town, you'll meet Kurt, who will create new Poké Balls from different colored Apricorns. Below is a list of the new balls and their effects.

- **Black Apricorn (Heavy Ball)**: Catches Pokémon that weigh a lot.
- **Blue Apricorn (Lure Ball)**: Catches Pokémon you fish for.
- **Green Apricorn (Friend Ball)**: Pokémon caught with this will be friendly toward you.
- **Pink Apricorn (Love Ball)**: Catches Pokémon of the opposite gender as the one you're fighting with.
- **Red Apricorn (Level Ball)**: Catches Pokémon of a lower level than your fighting Pokémon.
- **White Apricorn (Fast Ball)**: Catches Pokémon that tend to run away from battles.
- **Yellow Apricorn (Moon Ball)**: Catches Pokémon that evolve with a Moon Stone.

Dark Type Pokémon

Dark Pokémon (like Houndour here) balance out the power-houses from the previous versions, the Psychic types. Dark Pokémon (or Dark attacks like Bite) are very effective against those pesky Psychics. They're also great against Ghost types, who are resistant to most physical blows. Of course, all

Pokémon must have a weakness, and Dark types don't fare that well against Bug and Fighting types.



Steel Type Pokémon

Here we see Onix's evolved form, Steelix, one of the few Steel type Pokémon in Gold and Silver. Steel types are great when you need to take out Rock or Ice Pokémon, but aren't so hot against Fighting, Fire or Ground types. Steel just doesn't stand up to their attacks.



Rock Around the Clock

One of the more innovative features of Pokémon Gold and Silver is the game's internal clock. When you first start the game, you must set the time and the day of the week. As you play, you'll see the game get darker as it gets later. There are certain events that will only happen on particular days of the week, and some Pokémon only come out at certain times of the day. This game keeps you hooked 24-7.



Catch 'Em All...Again!

by Phil Theobald
phil_theobald@ziffdavis.com

Just as everyone began talking about how the whole Pokémon craze was dying out, along comes Pokémon Gold and Silver to start it all up again.

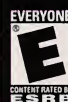
If you became addicted to catching Pokémon in the Red, Blue and Yellow versions of the game, prepare to waste even more batteries trying to track down all the old pocket monsters as well as a 100 new ones. Of course, all these new Pokémon have new moves to use in battle.

I'd also like to take a moment to thank my lovely and talented wife, Dana, for helping me out with this guide. While I spent my days toiling away on the Gold version, she played through the Silver version; we traded strategies as well as Pokémon. Pokémon trading, folks—one of the basic ingredients for any successful marriage.

Even more thanks go out to EGM's Poké-master Cyril Wochok for his Pokémon trading skills.

database

time to complete	Hours upon hours
challenge	Easy
cutest Pokémon	Pichu
handiest move	False Swipe
best advice	Focus on powering up Pokémon
also try	Pokémon Yellow
system	Game Boy
publisher	Nintendo
developer	Game Freak



www.nintendo.com



New Bark Town

- The game starts off in your hometown of New Bark Town. You'll return here periodically throughout the game to speak with Professor Elm and your Mom. The first thing you should do is talk to your Mom and get your new PokéGear device. Next, seek out the town Pokémon expert, Professor Elm.

- Professor Elm's lab is conveniently located next door to your house, so just walk on over. On your way, you'll notice a suspicious-looking character peering into the lab—don't worry, you'll run into him a lot during the game.

- Professor Elm will send you on an errand to locate one "Mr. Pokémon." To help you out on your journey, he offers you a Pokémon to take with you. You can choose

from Cyndaquil (fire type), Chikorita (plant type) or Totodile (water type). You can choose only one, and all three are only available here—this makes trading a must if you expect to complete your Pokédex.

- So which Pokémon should you choose? Well, if you want an easier time earlier on, Totodile will have the least amount of trouble with the early gyms (plus, the Feraligatr that it eventually evolves into is not only cool-looking, but very tough). Still, the other two are both quite powerful and with some leveling up, they become quite formidable allies (just keep in mind that you'll have to work a little harder at the beginning of the game).

- Once you choose your starter, it's time to head out. Talk to Elm's assistant before you leave and you'll get a free Potion to heal your Pokémon.

Route 29

- Now that you're traveling, you'll come across some wild Pokémon in the tall grass along Route 29. Since you don't have any Poké Balls yet, all you can do is fight them to gain experience. If your Pokémon gets too low on energy, head back to Professor Elm's lab to heal it.

- About halfway through Route 29 is a house that contains a passageway to Route 46. Ignore it for now, because the Pokémon there are much too strong for you at this point. You won't have to worry about it until the end of the game.

- Just before you reach Cherrygrove City, you'll run into your first Berry Tree. Each day, these trees will yield one of several types of Berries that can be used on or held by Pokémon to either heal them or cure a condition, depending on the type of Berry.

Cherrygrove City

- Right when you enter the city, you'll meet an old man who'll offer to give

you a tour. Take him up on the offer—he'll give you a Map Card upgrade for your PokéGear, which allows you to access the world map whenever you want.

- Although there's little of interest in Cherrygrove right now besides the old man's tour, you'll definitely want to come back here when you learn the Surf technique (you can get a Mystic Water from a man on the island on the west side of town). Until then, though, just take the opportunity to heal at the Pokémon Center, then head on to Route 30.

Route 30

- Exit Cherrygrove on the northwest side of town and take the road until you reach a house. Inside is a man who will explain Berry Trees to you (don't forget to grab a Berry from the Berry Tree outside his house).

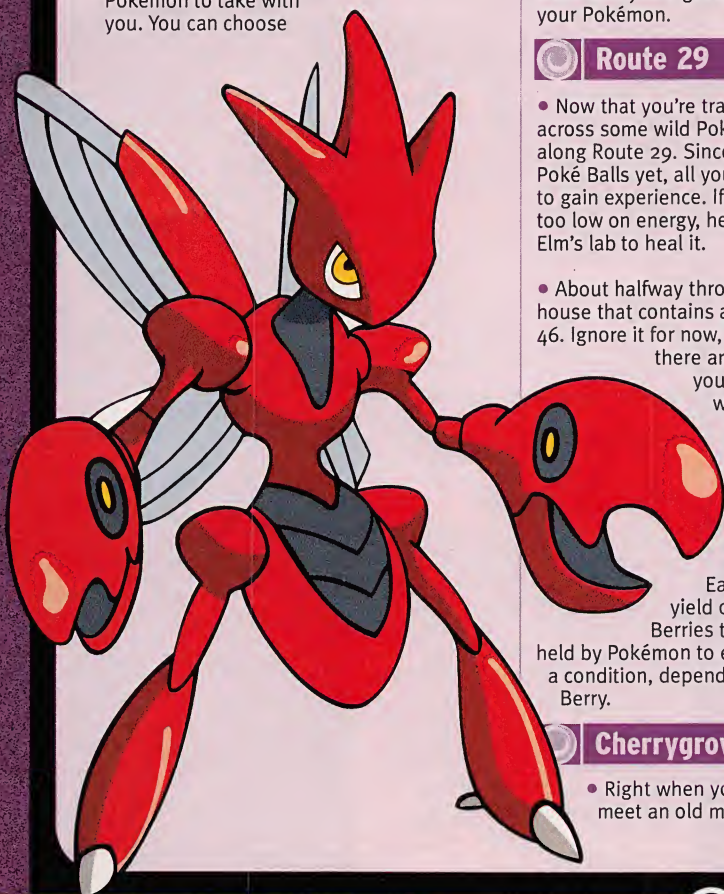
- When the road forks, take the path to the right—this will take you straight to Mr. Pokémon's house (the path to the left has trainers that you won't be able to defeat yet, anyway). Mr. Pokémon will give you a Mystery Egg to take back to Professor Elm. Mr. Pokémon's houseguest, your old friend Professor Oak, will give you a Pokédex.

The Return to New Bark

- When you pass back through Cherrygrove, make sure to heal at the Pokémon Center there. You might also want to save the game at this point, because you'll run into that mysterious bully who was peeking into Elm's lab earlier on your way out of the city.

- Unfortunately, your one Pokémon is guaranteed to be weak against the type that you're going to encounter in this battle (for example, if you chose Chikorita at the beginning of the game, this guy will have Cyndaquil). You may need a couple Berries and Potions in order to get by. Oh, and get used to this punk—he'll be your rival for the rest of the game.

- When you get back to Elm's lab, give him the Mystery Egg. Lucky for you, he'll let you carry it around to see what happens to it (after you carry it in your party for a while, it will hatch into a Togepi).





- On your way out, Elm's assistant will give you your first Poké Balls. Now you can finally begin catching Pokémon. Also, from this point on, you can buy Poké Balls in stores.

- Stop back by your house and talk to your Mom. She'll offer to hang on to some of the money that you earn along the way. Taking her up on the offer is a good idea, since you normally lose half the money you have when all your Pokémon faint (the money your mom is holding cannot be affected by this). Also, you'd be surprised how much will get saved up toward the end of the game. Of course, a quick call or visit to Mom will get you your money back.

- Isn't it strange how the main characters in the Pokémon games only have a mother? What happened to their fathers? Strange things are afoot in the Pokémon world...

- When you finish talking to Mom, set out for Violet City—it's time to catch some Pokémon and defeat some gym leaders!

Journey to Violet City

- To get to Violet City, backtrack a bit to Cherrygrove, then proceed through Routes 30 and 31. Use this time to practice catching wild Pokémon to add to your meager party of one (well, one plus an egg). In other words, if you haven't tried to catch any Pokémon yet, now is the time to bust out those Poké Balls.

- All the wild Pokémon that you run into here are fairly common. The only exceptions to this are the "exclusive" bugs (the Gold version has Caterpie while the Silver version has Weedle). Also, look in the Silver versions in the morning to find Ledyba and play the Gold version at night to catch Spinarak. You should also get one of the nocturnal Hoothoots—it should prove fairly handy during the earlier portion of your quest.

- Remember that fork on the way to Mr. Pokémon's house? Well, now's the time to take the left fork in the road. Along this path, you will run into your first batch of Pokémon trainers. As it's still early in the game, their Pokémon levels are very low (but then, so are yours). If need be, fight one and then walk back to Cherrygrove to

heal your Pokémon before facing the next trainer up the road.

- When you reach the top of the path, you'll see a tree that can be cut. Of course, you don't have the Cut technique yet, so you'll have to walk through the tall grass to the right to get around it.

- As soon as you come out of the tall grass, you'll come across the Dark Cave. You won't be able to go through this area until you have the Flash technique (which you'll get at the top of the Sprout Tower in Violet City), but you can stumble around in the darkness for a bit to fight the wild Pokémon inside (don't go far, though). If you can, snag a Geodude to add a much-needed Rock type to your party.

- Once you leave Dark Cave, Violet City is just a short walk to the west.

Violet City's Sprout Tower

- It's a good idea to go through the Sprout Tower before you try tackling the Violet City Gym. You can gain extra experience, and, if you go at night, you can catch a Gastly, who is a must have in your party to catch wild Pokémon (more on that later).

- Most of the challengers in the Tower will attack you with Bellsprouts—if you chose Cyndaquil as your starting Pokémon this area should be a breeze. When you defeat the final challenger at the top of the Tower, you'll get HM 05, which teaches a Pokémon the Flash technique.

Violet City

- Once you've conquered the Sprout Tower, go to the south side of town for your first in-game trading opportunity. The Onix that you will trade your Bellsprout for has a nickname from its previous owner that you cannot change. If you're really picky about not changing the names of your Pokémon, don't worry—you'll be able to catch a wild Onix in a little while.

- In between the Gym and the Pokémon Mart is a man who speaks a lot like Yoda. If you talk to him and answer "no" to his question, he'll lead you off to a school where you can read up on Pokémon.

- Once you're done exploring the town, it's time to earn your first badge at the Gym. The trainers here only use Flying type Pokémon, so your best bet is to use a Rock type (hopefully you picked up a Geodude or traded for that Onix). This will probably be a relatively tough battle, so bring along some healing items just in case.

- When you defeat the Gym Leader, Falkner, you'll get the Zephyr badge, which increases the attack power of all your Pokémon and

Get All of Elm's Pokémon

■ Do you have both Pokémon Gold and Silver or two copies of the same title? Do you have a couple of hours to kill? If so, you could be the proud owner of all three starting Pokémon right at the beginning of the game. We detail how to pull off this very easy cheat below.

■ Start whatever version of the game you plan to play, then go to Elm's lab and pick your first Pokémon. Play the game until you reach the point where you can catch more Pokémon and trade them via the Game Link cable (this should take about an hour). Next, start catching all the new Pokémon that you can, until you get a set of duplicates that you won't mind trading away.

■ At this point, save your game, then begin playing the second copy of the game (make sure that there's not a game already started on it, of course). When you go to Elm's lab this time, choose a different starting Pokémon than the one you chose in the last game, then play until you reach the point where you can trade with another Game Boy.

■ Here's where the magic begins! Link up two Game Boys with the two cartridges that you've been playing. Next, trade the starting Pokémon from the second cart for one of the "spare" Pokémon that you caught in the game that you're actually going to play. Once the trade is complete, you should have two of the starting Pokémon in your cartridge. See where this is going?

■ From here, start up a new game on the second cartridge (keep in mind that starting a new game will erase the one that you started playing about an hour ago). When you get to Elm's lab, pick the Pokémon that you haven't gotten yet. Once again, play until you can link up with another Game Boy. When you're ready, trade the starting Pokémon you just got for the remaining "spare" on your original cartridge.

■ Viola! You now have one cartridge with all three starting Pokémon on it. Your expanded party will have a much easier time in the early parts of the game, and you won't have to worry about your Pokémon being weak against a certain enemy.

■ When the whole process is done, you can give that second cartridge to whoever was going to play it (sibling, spouse, etc.). This person will have to start a brand new game, and, unless they have a second cart for themselves, they won't be able to do what you just did. Just show your thanks by trading with this person as much as you can.





allows you to use Flash outside of battle (in a cave, for instance...). You'll also get TM 31, which contains the Ground type move, Mud Slap.

Route 32

- After you get the Zephyr badge from Falkner, take Route 32 through Union Cave to Azalea Town.
- The first person that you come across as you head south will give you a Miracle Seed, and just south of that generous fellow is another guy who will give you TM 05 (Roar)—unfortunately, you won't be able to reach him until you learn Cut.



fish Pokémon that the trainers have, but it will also save your bacon during many a battle during this first part of the game.

- At the end of the bridge is a Pokémon Center. Not only can you heal your Pokémon here, but you can receive an Old Rod from a man inside. Now, all the Magikarp you ever wanted can be yours! Actually, the Old Rod is slightly better than it was in the older versions of the game. You can now catch the occasional Tentacool with it as well.

- Other Pokémon of interest along Route 32 are the Grass/Flying type Hoppip and the Water/Ground type Wooper. Silver players can catch a wild Ekans here, who Gold players must buy at the Goldenrod Game Corner.

- Backtrack up to the top of Route 32, then head into Union Cave. If you go through the house on the west side of the screen, you'll find the mysterious Ruins of Alph.

Ruins of Alph

- No, these are not the Ruins of Alf, the wise-cracking, cat-eating alien life form of lore. These are the Ruins of Alph, home of the mysterious Pokémon, Unown.
- First, locate the small house to the north of the area's entrance. Inside, you find a group of scientists who are working to solve the mysteries that lie hidden within the Ruins.



- Enter the cave to the north and head straight for the giant altar-type thing. Once you solve this puzzle (see "Secrets of the Ruins Revealed"), you'll be dropped into the cave with all the statues in it. Yes, now's when you start to worry about the cave to the west.

- Inside this cave are about a dozen new Pokémon called Unowns. Unowns are strange Psychic Pokémon that only learn one attack throughout the entire game. There are 26 different types, and each one looks like an abstract letter of the alphabet (Ruins of Alph, get it?).

- Once you've caught three different Unowns, go back and talk to the scientists. They'll upgrade your Pokédex so that it has a new "Unown Mode," which keeps track of all the Unown that you've caught so far.

- When you first release the Unown, you'll only be able to catch about a dozen different types. To free the other variations, you'll have to come back to different areas of the Ruins later in the game. One of the areas can be reached by surfing across the little pond toward the south of the Ruins area. For the two remaining caves, you must go through doors in the first sub-level of Union Cave. Inside these new Ruins of Alph caves you have to solve three more puzzles to set the other Unowns loose.

- It's also worth noting that there's a thin patch of grass on the west side of the Ruins (accessible only by going through Union Cave) that contains two rare Pokémon, Natu and Smeargle (Smeargle is especially rare, so be sure to catch one).

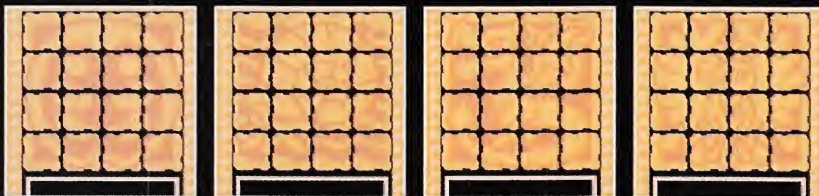
Union Cave

- Once you've done what you can in the Ruins of Alph, travel back down to Union Cave. Most of the Pokémon you encounter in here will be Rock type, so bust out that Wooper (or Totodile, if you chose it).

- Union Cave is where you can catch that wild Onix that we mentioned earlier. Gold players can even nab a Sandshrew—Silver players will have to buy it at the Goldenrod Game Corner (Sandshrew is the payoff for Gold players having to buy an Ekans).

Secrets of the Ruins Revealed!

■ The four puzzles in the Ruins of Alph can be fairly tricky to solve. If they're proving to be too much of a challenge, check out these pictures for their solutions:



- At this point, you'll want to search the tall grass in the area for a Mareep. Don't cross the bridge without one, as the trainers there all have Water type Pokémon that can prove fairly tough. Besides, this Electric sheep (a concept that an android no doubt dreamt of...) will not only make short work of the

- Near the house are the entrances to two different caves; one to the north and one to the west. Ignore the cave to west for now. Apart from the collection of statues inside (which are purely decorative), there's nothing for you to worry about just yet.



- You might want to try fishing inside the cave as well. Even with the Old Rod, you can catch a Goldeen, and having just about any Water types in your party can help you through the Rock Pokémon-infested cave.

- Besides being able to access the Ruins of Alph, there's not much of interest for you in Union Cave at this point. When you learn the Surf technique, though, you should try coming back. If you have the Surf technique, you'll be able to reach a section of the cave where you can catch the only Lapras in the game (Lapras only appears on Fridays).

Route 33

- When you exit on the other side of Union Cave, you'll be on Route 33. Be sure to fight the trainer that you see so you can register his phone number. He'll call you to inform when when Dark Cave is filled with the rare new Pokémon, Dunsparce (good luck catching one of those otherwise).

- During daylight hours, you can catch a Spearow here. It's not the best Pokémon out there, but you gotta catch 'em all, right?

Azalea Town

- Once you get to Azalea Town, you'll notice a man dressed in black who's guarding a well. Prepare for trouble, because Team Rocket is back in town! Actually, the Rockets are causing a lot of trouble for the people of Azalea Town. One citizen, Kurt, is mad as heck and ain't gonna take it any more.

- Find Kurt in his house on the north side of town. When you talk to him, he'll inform you that he's a Poké Ball maker (a fact you should remember), but as soon as he's done with the conversation, he runs off to the well. If you follow him, he'll take you to the well, which is now unguarded—drop in and meet Kurt at the bottom. Once inside, you'll discover that the Team has been chopping off Slowpoke tails and selling them as delicacies—Kurt is none too pleased about this. (Strange. We never thought about raising Pokémon to eat. Pikachu would probably be pretty tough and stringy, though...)

- Taking care of the Rockets at the bottom of the well shouldn't be too difficult. The final Rocket, however, has a level 14 Koffing who may use the Selfdestruct move on you. This move wipes out its user, but it also dishes out major damage to the opponent—the unlucky Pokémon on the receiving end of this attack will probably faint. Make sure you have enough Pokémon so that at least one is left over if Koffing goes boom.

- Before you leave the well, try catching a Slowpoke (you may want to hold off on evolving it into a Slowbro, since you will later be able to evolve it into the new Pokémon, Slowking). You'll want to come

Important Phone Numbers

■ As you've probably noticed, several trainers will ask for your phone number once you defeat them in battle. Unfortunately, your PokéGear phone can only store 10 numbers at a time.

■ Two slots will always be filled by your Mom and Professor Elm, so you can really only hold eight numbers. Later on, you should definitely register Bill (of Bill's PC fame) in there.

■ The trainers whose numbers you do register will call you occasionally to give you chit-chat updates about how their Pokémon are doing or to challenge you to a rematch.

■ There are six extremely rare Pokémon who will practically never show up during the normal events of the game.

■ However, certain trainers will sometimes call you to inform you that these elusive Pokémon have been spotted en masse at a particular location. That's your cue to drop everything, because you'll have a good chance of catching one. Make a note of these trainers, and be sure to get their phone numbers once you've defeated them. They're the key to catching the following rare Pokémon.

#183 Marill is found in Mt. Mortar. Parry on Route 45 will inform you.

#193 Yanma is found on Route 35. Arnie on Route 35 will inform you.

#206 Dunsparce is found in Dark Cave. Anthony of Route 33 will inform you.

#209 Snubbull is found on Route 38. Chad on Route 38 will inform you.

#211 Qwilfish is found on Route 32. Ralph on Route 32 will inform you.

#223 Remoraid is found on Route 44. Wilton on Route 44 will inform you.



While some trainers will just call to chat, others will let you know when you can catch rare Pokémon.

back and explore this area once you learn the Surf and Strength techniques—there's a valuable King's Rock lying around.

- After their loss at the bottom of the well, Team Rocket runs out of town. Don't worry, though; like your rival, you'll meet up with them again.

- Speaking of your rival, he's waiting to ambush you if you try to leave Azalea Town to the west (the path to Ilek Forest). If you want to avoid a humiliating defeat, make sure that your Pokémon are healed before you run into him.

- Don't leave town yet before you earn your badge! Now that Team Rocket isn't blocking the gym, you can head in there to take on the Gym Leader, Bugsy, for the Hive Badge.

- In case you couldn't guess, Bugsy (and all the trainers in the gym) use Bug Pokémon. Bring out the Birds and the Rock types for these fights and you should have no problem (Cyndaquil is great against Bugs).

- The Hive Badge causes all Pokémon up to level 30 to obey you, and it lets you use Cut outside of battle. Winning also nets you TM 49, which is the Bug move, Fury Cutter.

Ilex Forest

- When you enter the darkened Ilek Forest, you'll run into the apprentice of the charcoal maker who lives in Azalea. You need to help him find his runaway Farfetch'd.

- The Farfetch'd is off to the east a bit, but catching it isn't easy. As you approach it, it'll run away from you. To get it back to its owner, chase it around the path until it loops down and runs straight to the apprentice. As a reward, you'll get HM 01, which contains Cut.

- Return to the charcoal maker's house and he'll give you a Charcoal. Have your Pokémon hold this item to power up its Fire type moves.

- In the northeast corner of Ilex Forest, loop down and around the path to find a man who gives you TM 02 (Headbutt). Try Headbutting small trees to see if you can make a Pokémon fall out of it. Begin using Headbutt immediately to find Exeggcutte and the new Pokémon, Pineco.

- Also in this area are Paras and Oddish. Oddish can level-up into a Gloom, and it can later choose to evolve into a Vileplume or its new form, Bellossom.

- Try fishing in Ilex Forest's pond. Even with the Old Rod, you stand a slim chance of catching a Poliwhag (Poliwhag can evolve into the new form, Politoed).



Pokémon Breeding

■ There are eight Pokémon in Gold and Silver that are only available as a result of breeding Pokémon. Breeding is also an easy way to get multiple copies of just about any Pokémon in the game. Think about it: You could create an entire party of different Eevee forms.

■ To breed Pokémon, catch a male and female Pokémon of the same or similar type. You can tell similar types by looking at your party and comparing the symbols next to the Pokémon's name. Similar types also have matching symbols.

■ Drop off both Pokémon at the Daycare Center. Immediately after you've dropped them off, walk out the southern door inside the Center to the pen outside. Walk up to each of the Pokémon and look at them. If you get a message that they are friendly or showing interest in each other, you're in luck. Leave the two lovebirds alone for a while.

■ When you come back after adventuring for a bit, look to see the the old man who runs the Center is standing outside. That's your indicator that your Pokémon have laid an egg.

■ If you have an egg, you can pick it up from the man. You can also reclaim your Pokémon and drop off any other Pokémon that you want to breed. Keep in mind that you'll have to pay some money to get your Pokémon back. The fee will be higher depending on how many levels the Pokémon grew while you were away.

■ If you don't want to bother catching two Pokémon of opposite genders, just drop off the Pokémon you want to breed at the Daycare Center with a Ditto. Dittos have no gender, so it can breed with just about any Pokémon. You can even keep using the same Ditto over and over to produce new eggs.

■ The new "baby" Pokémon that you can catch through breeding are listed below. In addition to them, you can also breed most other Pokémon. Any eggs produced will contain the lowest evolutionary form. For instance, if you breed two Golems, the egg will yield a Geodude. Also, note that you cannot use an of these "baby" Pokémon to breed.

Pikachu is parent to #172 Pichu
Clefairy/Clefable is parent to #173 Cleffa
Jigglypuff/Wigglytuff is parent to #174 Iggybuff
Togetic is parent to #175 Togepi
Hitmonchan/Hitmonlee/Hitmontop is parent to #236 Tyrogue
Jynx is parent to #238 Smoochum
Electabuzz is parent to #239 Elekid
Magmar is parent to #240 Magby

Route 34

- As you're passing through the house between Ilex Forest and Route 34, talk to the woman behind the counter. She'll give you TM 12 (Sweet Scent), which can be used to attract wild Pokémon.

- Route 34 contains one of the most important buildings in the game: the Daycare Center. While the Daycare Center of the first games was just a place for Pokémon to gain levels without any work on your part, it has a much more important role in Gold and Silver. Check out the Pokémon Breeding section of this guide for more details.

- There's a guard just outside the Daycare Center who is pretty nice during the day, but as soon as night falls, watch out! When it's dark out, he mistakes you for common riffraff and sics his Growlithe on you. You might at well fight him, since any experience and money you can get is beneficial.

- You'll come across the occasional Abra on Route 34, but good luck catching one without putting it to sleep first. Just like the previous games, Abra tends to teleport out of the battle before you can do any damage. It's worth the trouble, though; Abras become quite powerful Psychics when they're leveled-up and evolved.

- If you want another Water Pokémon, fish for a Krabby—they're very common here (even with the Old Rod). If you have a Good Rod, there's a slim chance that you will hook the new Pokémon, Corsola.

- The other Pokémon to catch in this area is Ditto. Yes, Ditto sucks in battle just as much in this game as the last ones, but check out the Pokémon Breeding section for why you'll definitely want to have one. Here's a clue: Dittos are love machines!

Goldenrod City

- Welcome to Goldenrod City, Gold and Silver's answer to Celadon City from the previous games. Here, you'll find a Game Corner, a large department store and plenty of other things to do.

- The first thing you should do is head to the bike shop in the southeast corner of town. Talk to the owner of the shop and you'll get a free bike! Wotta deal!

- On the southwest side of town is Bill's house (you know, the guy who developed the technology to store Pokémon via PC). He's off in Ecruteak City, but his family will give you his phone number.

- Go over to the large, gray Radio Tower on the west side of town. Inside, you can take a small quiz that earns you a Radio Card for

Hot Poké-Tip

■ Don't forget that you can assign an item to the SELECT button. This can make pulling out your fishing rod or hopping onto your bike a much easier task.

listening to the radio through your PokéGear. The quiz is pretty easy, but if you really don't want to think, here are the answers: Yes, Yes, No, Yes, No.

- You can purchase just about anything that you could want in the town's department store. If you go to the store on Sunday, a woman will be behind the counter on the fifth floor. Depending on how your lead Pokémon is feeling, you'll get a free TM. If it's happy, you'll get TM 27 (Return), but if it's unhappy, you'll get TM 21 (Frustration).

- Also on the fifth floor of the department store is a girl who will trade a Machop for a Drowzee. Since you can easily catch Drowzees in Route 34, this is a good chance to get a Fighting type Pokémon.

- In the northwest corner of town, you can enter a building that leads to the underground stores and the Pokémon Salon. Giving your Pokémon a makeover will improve its mood (you might want to come here before visiting the woman in the department store). Two brothers work at the Salon; the older one works Tuesday, Thursday and Saturday while the younger works Sunday, Wednesday and Friday. The older brother does a better job (thus making your Pokémon happier), but charges slightly more.





The Pokémon Hunters

- **Crikey!** If you want to catch wild Pokémon, you need to form the ultimate Pokémon hunting team.
- **To start up this team, you're going to need to catch a Gastly and a Scyther.** These gorgeous girls are your ticket to a complete Pokédex.
- **Start powering up these two until Gastly learns Mean Look and Hypnosis and Scyther learns False Swipe.** It won't take too long to do.
- **Now, when you're on the prowl for Pokémon, have Gastly (or Haunter or Gengar if you've evolved it) start off the battle.** Immediately hit the wild Pokémon with Mean Look to prevent it from running away. Now that it's stuck in the battle, use Hypnosis to put it to sleep.

- **Switch off to Scyther and begin using False Swipe.** The great thing about False Swipe is that it will never knock your opponent out—it will always have one hit point left. With your opponent fast asleep and reduced to practically no energy, it's in the ideal set-up for a capturing.
- **Now, it's simply a matter of tossing a Ball at it to catch it.** Remember that some high-level Pokémon are tough and will even fight their way out of a Ball in their weakened state. If this happens, keep tossing Balls until you get them.
- **As you continue to level up Gastly and Scyther (and evolve Scyther into Scizor), the capture process becomes even easier.** With these two on your side, you can't lose. Danger, danger, danger!

- In the underground tunnel, you'll also find a Coin Case lying on the ground, which is necessary to play games in the Game Corner.

- The Game Corner in Goldenrod contains the classic slot machines from the previous Pokémon games, as well as a new card game. The odds of winning are slightly higher on the card game, so go ahead and place your bets. Win enough coins from the games here and you can redeem them for a few Pokémon (including the hard-to-get Dratini) or a couple powerful TMs.

- Once you've explored Goldenrod, it's time to visit the Gym and take out the Leader, Whitney. Her extravagantly-named Plain Badge should clue you in to the fact that the Gym consists entirely of Normal type Pokémon. If you traded for that Machop in the department store, bring him out. Any Rock types you have would be a good choice as well. Although Whitney's Clefairy shouldn't pose too much of a threat, her other Pokémon, Miltank, probably will. This female equivalent to Tauros has a nasty attack called Rollout, which will tear through your party if you're not careful. Bring healing items.

- The Plain Badge increases all your Pokémon's speed and allows you to use HM 04 (Strength) outside of battle. You'll also

get TM 45 (Attract).

- Before you leave Goldenrod, stop by the house just east of the Gym. A woman in there will give you a Squirtbottle after you defeat Whitney. You'll need this valuable item to progress (and catch a rare Pokémon) a bit later in the game.

- As you go through the house at the north end of town, you'll meet a guard that will give you a Spearow with some mail attached. The guard would like you to deliver the Spearow to a friend of his on Route 31. Free up a space in your party and offer to do it. Once you finish this little chore, you'll get a TM 50 (Nightmare) from the letter's recipient. If you go back and talk to the guard, he'll give you an HP Up.

Route 35

- Route 35 is pretty small, but the area does have a few things of note.

- You should be able to catch a male and female Nidoran fairly easily here. Also, look out for a trainer named Arnie who wants to register his phone number with you—he'll let you know when the rare Yanma is out and about.

- TM 04 (Rollout), which is a pretty powerful Rock type move, is just sitting out in the open. Be sure to grab it.

- Right next to Arnie is a tree that can be cut. Going past this tree leads to Route 36. Just into Route 36 is a strange tree blocking the path. Don't worry about the tree for now—we'll go to the house on the north end of town to the National Park first.

- Near the house that leads to the National Park is another guard who will attack you if it's dark outside. You may want to pick a fight with him just to get the experience.

National Park

- Talk to the woman who's sitting on a bench near the park's entrance to get Quick Claw. If you let a slow Pokémon hold this item, it will sometimes overcome its low speed rating to get in the first attack.

- Look carefully at the fence surrounding the park for a missing loop. You can walk through the fence here and pick up some items on the outside, including TM 28 (Dig).

- Come to the Park during the day (but not the morning) for a chance to catch the hard-to-find Sunkern.

- Visit the house on the east side of the Park once every Tuesday, Thursday or Saturday to compete in the Bug Catching Contest. There's no entry fee, and unlike the Safari Zone from the earlier versions, you

The Legendary Pokémon

- The three legendary Pokémon, Entei, Raikou and Suicune are a lot harder to catch than the legendary birds in Red, Blue and Yellow. What makes them so tricky is that they're always on the run. They constantly move from one area to another.

- If you're lucky, you stumble into them during your adventure. If you do, they'll flee from the battle immediately. The only thing you can do to them is use Quick Attack to get in a hit or try to put them to sleep. Either way, you're not going to get to do much to them before they run.

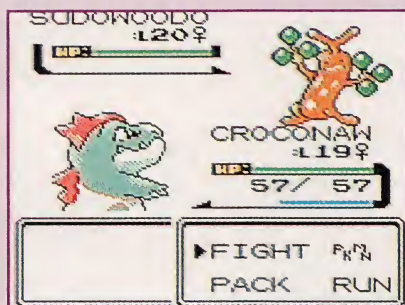
- Still, once you've run into one of them, you can use your Pokédex to see where they're at on the map. Every time you change an area on the map, the legendary Pokémon will also change areas. If you're keep trying, you can try to plan it so your paths intersect. From here, you just have to walk around in tall grass and hope you

bump into it. Using Repel will help keep weaker Pokémon away from you.

- The nice thing about the legendary Pokémon is that they don't heal between battles. Any damage you manage to do to them will stick until you capture them (or knock them out, which you really don't want to do).

- If you do get them asleep, use Scyther's False Swipe on them so you don't accidentally knock them out. Once they have one hit point left, toss Speed Balls at them.

- It's going to take a long time before you can capture these guys. Heck, it may be a long time before you even see these guys. The only thing you can do is keep trying and don't give up. Just remember not to knock them out. Like the legendary birds, these are the only ones of their kind in the game.



can take one Pokémon from your party with you. You have 20 minutes and 20 (fairly weak) Park Balls in which to catch the best Bug Pokémon that you can.

- Gold and Silver players who don't own both carts will be happy to know that two Gold/Silver exclusive Pokémon are available for capture within the Contest only. Caterpie (Gold) and Weedle (Silver) are in the Contest on both versions. The Contest is also the only chance you'll get to nab a Pinsir and a Scyther.

- You can only carry around one Bug at a time, so when you get one you feel is a winner (Scyther, Pinsir, Butterfree and Beedrill are all good), you can keep playing until time runs out, or simply go back into the registration building to end the contest. First place gets a Sun Stone (which you can use to evolve either your Sunkern or your Gloom), second place gets an Everstone and third place gets a Gold Berry. Everyone else gets a Berry for a consolation prize. Heck, they even let you keep the Pokémon that you caught!

- Come back as often as you need to until you catch a Scyther. You're going to need one to form the ultimate Pokémon catching team.

◎ The Road to Ecruteak

- The strange-looking tree blocking the area between Routes 36 and 37 is actually a



Sudowoodo, a rare Rock type Pokémon that only appears at this point in the game. You'll need to use your Squirtbottle to goad it into fighting you, but before you do, you should save your game—if you accidentally knock it out, you're out of luck.

- The guy standing a few steps to the east will be so glad once Sudo is gone that he'll give you TM 08 (Rock Smash), which you'll definitely need later on.

- The other new Pokémon in the area, Stantler, can be found in the tall grass. Don't worry if you knock one out, though; Stantlers aren't one-of-a-kind like Sudowoodo.

- There are also three Apricorn trees in this area that bear Black, Blue and Red Apricorns. Remember to collect these so Kurt can make Poké Balls out of them.

◎ Ecruteak City

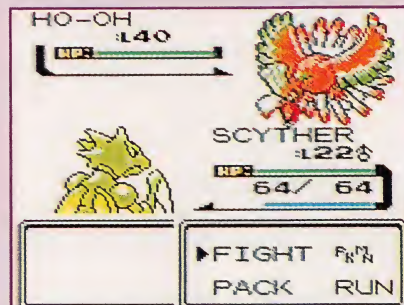
- For being a relatively small town, there's a lot of important stuff in Ecruteak.

- In the house just to the west of where you came in from Route 37, a man will give you Item Finder, which will help you locate hidden items.

- Visit the Pokémon Center here and you'll run into Bill (of PC storage fame). Speak with Bill and he'll inform you that the Time Capsule upstairs will be operational in one more day. When it's up and running, you can trade Pokémon with the Red, Blue and Yellow versions of the game.

- Go into the building just north of the Pokémon Center and challenge all the dancers there. Each one has a different Eevee form. When you defeat them all, an audience member will give you HM 03, which contains the ever handy Surf technique.

- Before you enter the Burned Tower on the north-west corner of town, it's a



good idea to heal and save your game. You'll be challenged by your rival as soon as you walk in, and you don't want to be unprepared.

- To get through the Burned Tower, you'll need a Pokémon who knows Rock Smash. You'll be challenged by your rival as soon as you walk in, and you don't want to be unprepared.

- Once you've collected all the items in the Burned Tower, go to the hole in the middle of the first floor and fall in. You'll see three statues, but as you walk toward them, they come alive and take off.

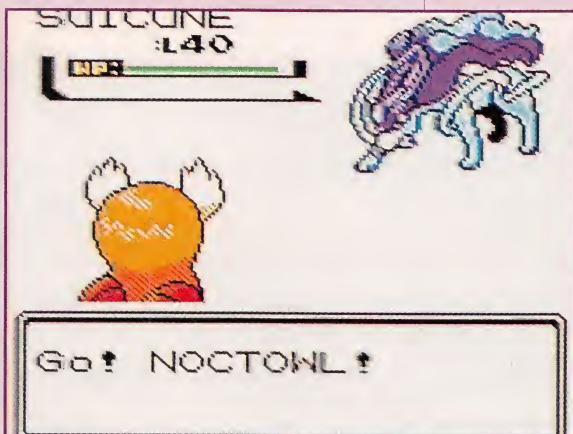
- Those "statues" were actually the three new legendary Pokémon, Entei, Raikou and Suicune. They're extremely difficult to catch, so check out the separate section dedicated to them on page 87.

- Now that the legendary Pokémon are free, it's time to tackle the Gym. Gym Leader Morty uses Ghost Pokémon, so bring along a Psychic to make short work of them. Any Pokémon with Dark type moves are great as well—just remember that Normal type moves can't hurt Ghost types. If you become cursed, swap out the cursed Pokémon to break the spell.

- The Fog Badge you get from Marty makes all Pokémon up to level 50 obey you, plus it allows you to use Surf outside of battle. You'll also get TM 30, which is the Ghost move, Shadow Ball.

- When the Time Capsule is functional again, you can begin trading your old Pokémon into the new game. Trade some relatively useless Pokémon like Rattata and Pidgey for powerhouses like the Legendary Birds and Mewtwo. If you're itching for a Pichu now, trade over a Pikachu and drop it off at the Daycare Center with a Ditto (you won't be able to catch a Pikachu in this game for a long, long time). Just remember that you can currently only control Pokémon below level 50, so store higher-level ones in your PC until you earn the proper badge. Bringing in your already powered-up Pokémon makes the game a lot easier.

- There's a house on the north side of town





that leads to the Tin Tower, where the Legendary Bird Ho-oh lives. To get in, you'll need to get the Rainbow Wing.

Route 38

- Leave Ecruteak City through the house in the west. There are a few new Pokémon along this road, but besides that, there's not really much else. During daytime hours, be sure to keep an eye out for Farfetch'd. You can also grab Maghemite, Tauros and Miltank (these Pokémon are available at any time).

- There's also a trainer in this area named Dana. Isn't she cute? People named Dana are generally pretty cute...

- Keep an eye out for a trainer named Chad. This is the area where the Snubbulls will congregate, so be sure to trade numbers with him so he can call you later.

Route 39

- Route 39 is also pretty bare except for the house and the barn right near where you come in.

- Inside the barn is a sick Miltank. Heal this poor cow by feeding it

multiple Berries. After you give it about seven or eight, it will become well again. As thanks for your good deed, you'll be given TM 13 (Snore). The good folks there will also begin selling Milk, which heals 100 hit points.

- The new Pokémon in this area is Meowth, who only appears in the Silver version of the game.

Olivine City

- When you enter Olivine, you'll quickly learn that the Gym Leader, Jasmine, is missing. It turns out that she's at the town lighthouse tending to a sick Pokémon.

- Before you go to the lighthouse, stop by the small house just west of the Pokémon Mart. A man inside will give you the Good Rod, which makes catching Water Pokémon easier (try out the Good Rod in the water here at night—you may hook a Staryu).

- Do you have Krabbys? If you need to get rid of one of them (and you probably should), go to the house in the northeast section of town and trade your Krabby away for a Voltorb—although you can catch plenty of Voltorbs later on, here's your chance to grab one early.

- In the house west of the Pokémon Center, a man will give you TM 04 (Strength). People are really generous here in Olivine!

- Eventually you'll want to head over to the lighthouse and proceed to the top. You can follow the stairs all the way up to pick up some nice items like Rare Candy, but if you want to get to the highest floor, you need to drop down the hole just to the left of the stairs that you come up on the fourth level. Follow the stairs that you come across now to make it up to Jasmine. She'll ask you to travel to Cianwood Island to get some medicine for the sick Pokémon before you can challenge her.

Swimming to Cianwood

- Leave the lighthouse and walk over to the shore on the far west side of Olivine City. This leads to Routes 40 and 41, the body of water that leads to Cianwood Island.

- On the shore of Olivine are a few rocks that you can break with Rock Smash. Doing so will sometimes uncover a Krabby, or even an occasional Shuckle (this new Pokémon isn't all that great, so don't waste much time looking for it—you'll be getting a free one

in a few minutes anyway).

- Before you start Surfing across the water, fish for a while along Olivine's shore. You may be able to hook a Chinchou, a very cool Water/Electric type that can make short work of the many Water Pokémon that the trainers in the area here are wont to carry.

- Once you start swimming, you'll pass by the four Whirl Islands. The Legendary Bird Lugia lives on the island to the northeast, but you shouldn't bother with it yet—you'll need HM 06 (Whirlpool) and the Silver Wing to get in at it anyway.

Hot Poké-Tip

■ Rare is the RPG that let's you heal your party for free. Take advantage of the Pokémon Centers to heal your Pokémon whenever you need to. It may seem like a pain to run all the way out of a cave or gym to recharge your Pokémon's energy, but you'll save a lot of money on healing items in the long run.

Cianwood Island

- The medicine you need for the sick Pokémon is available free of charge at the southernmost house on Cianwood. The owner of the store quickly realizes that there's no profit to be made by giving medicine away and begins selling a variety of the stuff after he gives you the freebie.

- Here's that free Shuckle that we were talking about: Walk into the house just west of the Pokémon Center and a man will give you his for safekeeping. Don't bother too much with it, though, since it really isn't all that great.

- Swing by the northernmost house and you'll find a photographer who will print out pictures of your Pokémon for you on your Game Boy Printer (assuming you have one, of course).

- Before you go back to Olivine, you might as well defeat Cianwood's Gym Leader, Chuck. All the Pokémon in this Gym are Fighting types, so bring along some Psychics and a Flying type or two. Like all the other Gyms, making quick runs to the Pokémon Center between matches insures a relatively easy victory.

- Chuck's Storm Badge allows all Pokémon to level 70 to obey you and lets you use Fly outside of battle. The bonus item that you get from Chuck is TM 01 (Dynamic Punch), a powerful Fighting type move.





- Once you leave the Gym you'll see a woman standing outside who will give you HM 02 (Fly)—this incredibly handy move instantly teleports you to any Pokémon Center that you've already visited. Good thing you just got the badge that lets you do that, huh? Test it out now by flying back to Olivine to give Jasmine the medicine.

Jasmine's Challenge

- Head back up to Jasmine in the lighthouse and give her the medicine. She'll heal the sick Pokémon and run back to her Gym. You're gonna want her Mineral Badge, so follow her.

- Jasmine's Gym is very minimalist in design. No trainers, no fancy traps...just Jasmine. She'll attack you with two Magnemites, which shouldn't be a problem for you at this point. What you need to watch out for is her Steelix, an evolved Onix. Send out whatever Fighting, Fire or Ground Pokémon you have to take care of it.

- The Mineral Badge only increases your Pokémon's defensive power, but you'll also gain TM 23 (Iron Tail), one of the few Steel attacks in the game.

- To get to where you need to go next (Route 42), you must backtrack to Ecruteak City—time to test out that Fly technique again. Once you arrive in Ecruteak, head through the house on the east side of the city to reach Route 42.

Route 42

- There are a few items sitting out in the open along Route 42, as well as some wild Mankeys for Gold players to capture.

- About halfway through Route 42, you'll have use the Cut ability to get past a tree that's blocking the way. In the area you just entered are three fruit-bearing trees that will give you Pink, Green and Yellow Apricorns. This is the only place in the game where you can get these, so take advantage of it and have Kurt make some new Poké Balls for you.

- After you've gathered some Apricorns, it's time to bust out that Pokémon that you

taught Headbutt to earlier. From this point on, you'll be able to find new Pokémon by hitting trees. They're kind of rare, but you can find the Bug/Fighting type Heracross and the Normal type Aipom, who is a wacky monkey. All games should have a wacky monkey...

Mt. Mortar

- Mt. Mortar, a cave you'll find along Route 42, is an area you'll definitely want to explore once you have the Flash, Surf and Waterfall techniques. When you're ready, enter Mt. Mortar with only five Pokémon in your party. If you have a full party, you won't be able to collect the rare Pokémon, Tyrogue, from the Karate Master inside the cave.



- There are three cave entrances to Mt. Mortar along Route 42. Go into the middle one and Surf north to the waterfall. Climb the waterfall by using the Waterfall technique, then Surf to the door to far north.

- Once you enter that door, you'll be in a large room filled with multiple small levels. Work your way to the northwest corner by jumping down to lower ledges and surfing across the tiny bodies of water. Also, be aware that there are several good items in this room that are worth going out of your way to get (Dragon Scale, Rare Candy, etc.).

- Climb the ladder in the northwest corner of the area to the ledge above, then walk east. Here, you'll come across two more ladders. Take the one on the left, and you'll soon come across another ladder. Climb it, and you'll see the Karate Master.

- Defeat the Master's Hitmonlee and Hitmonchan and he'll give you a Tyrogue. When Tyrogue reaches level 20, it'll evolve into different forms based on its attack and defense stats. If attack is greater, it'll evolve into Hitmonlee. If defense is greater, it will become Hitmonchan. If both stats are equal, you'll get the new Pokémon, Hitmontop. You can sway the outcome by using Iron and Protein to adjust the levels to where you want them before he evolves.

Trouble in Mahogany Town

- It looks like Team Rocket has struck again and has taken over Mahogany, so once again, you're going to have to do a few chores before you get a shot at the Gym in this town.

- Because everything in town is under Team Rocket's control, you'll have to head north to Route 43 to find a way to return order to this once peaceful place. After a little while, you'll come across a guardhouse. If you enter, Team Rocket will shake you down to the tune of 1,000 dollars. Don't let this happen to you. Instead, walk through the grass on the left of the Route and avoid the house entirely.

- Taking the long way around is a better idea, anyway. Not only will you gain experience and cash by facing this area's trainers, but you also have a great chance of running into the new Pokémon, Girafarig.

- There are two exits from the north side of this Route. The right one leads to the Lake of Rage, but don't worry about that right now. Instead, go through the left one first. As you navigate the simple maze of trees (you'll have to cut through some of them), you'll find TM 43 (Detect) and a house where you'll be given TM 10 (Hidden Power).

- Once you've collected these new techniques, head over to the Lake of Rage.





Lake of Rage

• The red Gyarados in the middle of the lake is quite rare (the rest of the Gyarados are blue). Save your game, then try to capture it—once you do, you'll get a Red Scale. (Keep in mind that if you don't like having rare Pokémon in your collection, you can knock out this grand creature anyway and still get the scale.)

• The Red Scale is very valuable, because you can trade it to Mr. Pokémon for an EXP Share. The EXP Share item allows any Pokémon holding it to receive experience points regardless of whether it fights in a battle.

• After you take care of the Gyarados problem, you'll meet up with Lance, the leader of the Elite Four of the previous games. He teams up with you to drive Team Rocket out of Mahogany.

• Before you leave for Mahogany Town, the small house by the Lake of Rage will hold a fishing contest. Catch the biggest Magikarp and you can win a Max Ether.

Run Rocket Out of Town

• Inside the Mahogany Town Item Shop, Lance will reveal Team Rocket's underground hideout.

• Whenever you pass a gold statue here, a Rocket rushes out to fight you, so be careful. Wander through the rooms to the south until you reach a room with a computer in it. Deactivate the statue's sensors here—now you can freely travel to the stairs in the southwest corner of the floor.

• You need to shut down Team Rocket's power generator, but before you can get to it, you need to get two passwords to open the door. There are two basement levels that you must travel through to find all the Rocket members. Fight all of them, then two of the Rocket's will reveal the passwords.

• With the passwords in hand, return to the first basement level where the locked door is. You'll be ambushed by a Rocket Executive, so make sure your Pokémon are in good shape.

• After you beat the Team Rocket member, you must go to the power generator and knock out three of the Electrodes that are powering it. They will sometimes attack with Selfdestruct, so make sure your party is up to the task. When the job is done, Lance will thank you with HM 06 (Whirlpool).

• Now that Team Rocket has blasted off again, you can challenge Pryce at the Gym for the Glacier Badge. Ice Pokémon are the flavor of the day in Pryce's Gym, so bring along those Fire and Electric types.

• The floor of the Gym is covered with ice, so pay attention to where you slide. Once you've defeated all of the trainers, you shouldn't have too hard of a time.

• With the Glacier Badge in hand, your Pokémon's Special attack and defense will rise, and you can use Whirlpool outside of battle. You'll even get TM 16 (Icy Wind), a decent Ice attack.

Goldenrod Needs You!

• Once you've beaten the Mahogany Gym, Professor Elm calls to tip you off about the bad things going down in Goldenrod City—it looks like that eighth badge is going to have to wait...

• Once you get back to Goldenrod, go straight to the Radio Tower. You'll find it crawling with Rockets. At the top you'll find a phony radio director. Wipe out his army of Koffings and Weezings to get the Underground Key, then head down into the underground tunnel and use it to unlock the previously locked door down there.

• Watch out! When you head into the underground area, your rival is waiting to pounce. Take him out before you move on.

• Once you go through the locked door, you'll find yourself in a room where Rockets are guarding three switches. After you dispose of the Team Rocket goons, flip the switches (start with the one on the far left and work your way to the right). This will open some doors so that you can reach the exit in the southeast corner of the room.

• The room that you end up in has a staircase that leads to the basement of the Goldenrod department store. You can climb in and pick up a few items in there.

• After you've collected what you wanted in the department store's warehouse, go back down the stairs to find the real director of the Radio Tower, who's being held hostage. When you rescue him, he'll give you the Card Key to open up the locked

The Legendary Birds

■ In order to get to the two legendary birds, you must get the corresponding Wing. Gold players will get the Rainbow Wing first, while Silver players will first get the Silver Wing.

■ You won't get the second Wing (Silver Wing for Gold players and Rainbow Wing for Silver players) until you reach Pewter City in the second quest of the game.

■ Gold players will find their first bird, Ho-oh, in the Tin Tower in Ecruteak City. Silver players on the other hand, will find Lugia, which is on the northeastern Whirl Island.

■ Neither of the dungeons where the birds are hiding are that complicated. They can be easily navigated with a little experimentation. The main problem is trying to catch the birds, which can be quite a chore.

■ As is the case with most hard-to-catch Pokémon, you're going to want to paralyze it and put it to sleep if you want any chance of catching it. Electric Pokémon are always good to wear down Flying types, but be careful not to knock them out. Save before you fight them just in case you do.

■ Once you've gotten their health down a bit, bring out Scyther/Scizor to use False Swipe, if you can. Both of the birds have the Recover move, so make sure that they're sound asleep so they can't regain their health.

■ Once you get them low on energy and asleep, start tossing those Ultra and Heavy Balls. You're going to have to throw a lot at them to get them to stay inside, but with perseverance, you can do it.





What Day Is Today?

■ There are seven siblings who will only come out on certain days of the week. Be sure to track them down, since they will give you a free item. If you're having trouble keeping track of their schedules, check out the chart below:

Sunday: Sunny appears on Route 37

Tuesday: Tuscany appears on Route 29

Thursday: Arthur appears on Route 36

Saturday: Santos appears in Blackthorn City

Monday: Monica appears on Route 40

Wednesday: Wesley appears at the Lake of Rage

Friday: Frieda appears on Route 32

door on the third floor of the Radio Tower.

- Return to the Radio Tower and use the Card Key to open the locked door. You can now proceed to the top of the Tower. Some high-level Team Rocket members who use a lot of Dark type Pokémon will be waiting for you, so get those Bug and Fighting types ready.

- When you defeat all the Team Rocket members, the Radio Tower director will give you a Wing (the Rainbow Wing if you're playing the Gold version; the Silver Wing if you're playing the Silver version). Now, you can go after whatever Legendary Bird that's on your cartridge's label.

- As you're leaving the Tower, talk to the woman at the desk on fourth floor—she'll give you a Pink Bow. Also, chat with the woman near the door you unlocked on the third floor to get TM 11 (Sunny Day).

Route 44

- Now that Team Rocket's out of the picture, it's time to go get that final badge. Fly back to Mahogany Town and go through the house on the east side of town to get to Route 44.

- Wilton the fisherman hangs out on Route 44—you'll want to register his phone number so you can find out when there are a lot of Remoraids in the area. There's also a trainer in this area named Phil. Be wary of him, for like any one else name Phil, his Pokémon skills are nigh unbeatable. If you do happen to beat him, he probably just let you win. Phil is one cool guy...

- Surf across the small ponds in this area to find a narrow strip of tall grass. The hard-to-find Tangela and Lickitung both lurk here.

Ice Path

- Before you go into the Ice Path, make sure you bring along a Pokémon who knows Strength.

- Most of the Ice Path cave is pretty easy to navigate; the large sheet of ice toward the middle, however, is a little tricky. To get past, work your way to the northeast corner of the sheet of ice. From there, slide down, left, up, left, down, right, down, right, up

and right. This will put you back on solid land.

- To get HM 07, which contains the necessary technique, Waterfall, you'll have to get across another patch of ice. This small area is pretty easy to navigate, however, so you shouldn't have too much trouble.

- Once you go down the ladder, you must use Strength to push the four movable boulders into the four holes in the floor. Once they've all been dropped down, climb down the ladder in the northeast corner of the room.

Hot Poké-Tip

■ Try to fight every Pokémon trainer in the game. Walking around them to avoid battles robs you not only of prize money for beating them, but also precious experience points for your Pokémon. Unless your party is dangerously low on health and you're heading to a Pokémon Center, take the challenge.

- Use the boulders that you just dropped down to this level to slide over to the ladder in the middle of the room.

- The rest of the Ice Path is very straightforward—just be sure to collect all the items that you come across along the way.

- Gold players will encounter Swinub in the Ice Path, while both versions contain Jynx. Try to grab both these Ice types to assist in the final Gym.

Returning Home

- Now that you've gotten all eight badges, Professor Elm will call you up and ask you to come back home. While you could just fly home, it's better to take the long way through Routes 45 and 46 you can catch some new Pokémon along the way.

- The entrance to Route 45 is on the south side of Blackthorn City. There are a lot of hills that you must jump down on this path,

so if you want to fight all the trainers, you'll have to fly back up to Blackthorn and walk down the path again, taking different forks each time.

- Gold players can catch Ground/Flying type Gligar and the adorable Teddiursa, while Silver players will find the Ground type Phanpy (evolves into Donphan).

- At the northern tip of Route 45, you can enter the other end of Dark Cave and collect a few items, including Blackglasses, which increases the power of Dark type moves.

Blackthorn City

- Take your Pokémon to the house in the southwest corner of Blackthorn and you can make them forget moves that they have already learned. This handy service works on all types of moves, even HMs!

- There's a person in Blackthorn who wants a female Dragonair in exchange for a Rhydon. Don't make this trade. Dragonair are just too tough to come by, and you'll be able to catch Rhydons later.

- There's not much else to do in Blackthorn, so you might as well head into the Gym. Clair, the Gym Leader, is the master of Dragon type Pokémon. Ice types will help you make short work of her.

- Getting to Clair will require you to do the old "push boulders down holes to form a path" trick that you mastered in the Ice Path. Not too big of a deal, but even after you defeat her, she refuses to give you the Rising Badge.

- To get the badge, you must bring her the Dragon Fang—cross the pond right outside the Gym and enter the cave there. You'll need a Pokémon who knows Whirlpool to pass through the cave, but the Dragon Fang you need will be lying in plain sight.

- Once you grab the Dragon Fang, Clair will show up and give you the Rising Badge. It causes Pokémon of all levels to obey you and lets you use Waterfall outside of battle. You'll also earn TM 24 (Dragonbreath), which will occasionally paralyze your opponent.

- Now that all Pokémon will obey you, it's time to trade all your powerful Pokémon from your Red, Blue and Yellow version of the game into this one. You caught that Mewtwo in the Unknown Dungeon before, right? Well, get it in here! Taking on the Elite Four will be no problem with some experienced Pokémon.

A Whole New World

- Once you arrive back home, go talk to Professor Elm. As a reward for all your hard



work, you'll be given a Master Ball! The Master Ball will catch any Pokémon in one shot, even if you haven't weakened it at all. We recommend that you save it for when you encounter one of the three legendary Pokémon who are running around the map.

- Now, it's time to journey to Victory Road, battle the Elite Four and become a Pokémon Master. You must leave your homeland of Johto and venture into Kanto, the setting of the previous Pokémon games.

- Go to the east side of New Bark Town and Surf over until you reach Kanto. You'll end up on Route 27. There are a few new Pokémon to catch here as well as a few good items.

- Enter the first cave you come across. Inside, you'll find a small pond. Surf to the left and grab a Moon Stone. If you use Waterfall to get over the...uh...waterfall, you'll find a house where you will receive TM 37 (Sandstorm)—be sure that your lead Pokémon is in a good mood. Continue onward to Route 26, then it's just a quick walk to Victory Road.

Victory Road

- There are a few neat items to get as you pass through the Victory Road cave, so look out for them. Although there are only a few different types of wild Pokémon here, you can catch a Rhyhorn if you wander around long enough (Rhyhorn is a rare Pokémon that only lives in this cave).

- Your rival will attack once more as you are about to leave Victory Road. Be prepared.

- When you leave the cave, you'll be at the Indigo Plateau. This is your last chance to heal and buy items before you face the Elite Four and their leader. You must challenge all five fights in a row, and you cannot heal at any Pokémon Centers between matches. Good luck!

Indigo Plateau

- Will is the first of the Elite Four that you must face. He is the master of Psychic Pokémon, but if you have a strong Electric and Fire Pokémon, you shouldn't have a problem with him. Here are the Pokémon that you'll have to face against him:

- Exeggutor: Level 41
- Jynx: Level 41
- Slowbro: Level 41
- Xatu: Level 40
- Xatu: Level 42

- Koga, the Fuchsia City Gym Leader in the previous Pokémon games, is now a member of the Elite Four. He's still using Pokémon that can poison you, so be sure to carry a few antidotes on you. Fire and Psychic Pokémon will take down his team.

Exclusive Pokémon

Just like in the previous versions of the game, there are several Pokémon that you can only catch in Gold or in Silver. If you want to collect all of them, you're going to have to trade. There's even some Pokémon that you can only get in the older versions, so be sure to link up to those games as well. Here's the Pokémon that you're going to have to work a little harder to get:

Gold Exclusive

The following Pokémon can only be caught in the Gold version:

- | | |
|-----------------|------------------|
| ■ #56 Mankey | ■ #57 Primeape |
| ■ #58 Growlithe | ■ #59 Arcanine |
| ■ #167 Spinarak | ■ #168 Ariados |
| ■ #207 Gligar | ■ #216 Teddiursa |
| ■ #217 Ursaring | ■ #226 Mantine |

Silver Exclusive

The following Pokémon can only be caught in the Silver version:

- | | |
|-----------------|-----------------|
| ■ #37 Vulpix | ■ #38 Ninetails |
| ■ #52 Meowth | ■ #53 Persian |
| ■ #165 Ledyba | ■ #166 Ledian |
| ■ #225 Delibird | ■ #227 Skarmory |
| ■ #231 Phanpy | ■ #232 Donphan |

Old School Exclusive Pokémon

The following Pokémon can only be caught in the Red, Blue or Yellow versions:

- | | |
|-----------------|-----------------|
| ■ #1 Bulbasaur | ■ #2 Ivysaur |
| ■ #3 Venusaur | ■ #4 Charmander |
| ■ #5 Charmeleon | ■ #6 Charizard |
| ■ #7 Squirtle | ■ #8 Wartortle |
| ■ #9 Blastoise | ■ #138 Omanyte |
| ■ #139 Omastar | ■ #140 Kabuto |
| ■ #141 Kabutops | ■ #144 Articuno |
| ■ #145 Zapdos | ■ #146 Moltres |
| ■ #150 Mewtwo | ■ #151 Mew |



Take good care of
MEWTWO.

- Ariados: Level 40
- Crobat: Level 44
- Forretress: Level 43
- Muk: Level 42
- Venomoth: Level 41

- Bruno is a big, tough guy, so it makes sense that he uses Fighting type Pokémon. While they may be strong, Fighters just can't match up against Psychics. If you have a Water type in your party, use it to take care of his Onix.

- Hitmonchan: Level 42
- Hitmonlee: Level 42
- Hitmontop: Level 42
- Machop: Level 46
- Onix: Level 43

- Karen uses Pokémon that include a mix of many types. Her Dark types are tough, since they're only vulnerable to Fighting and Bug. The exception is Murkrow, who is also weak against Electric types. A little fire will take care of Vileplume.

- Gengar: Level 45
- Houndoom: Level 47
- Murkrow: Level 44
- Umbreon: Level 42
- Vileplume: Level 42

- Remember Lance, the nice guy who helped you out at the Lake of Rage? Well, guess who the final boss is? He uses a lot of Dragon types, so bring out that Ice Pokémon now. Other than that, take care of Gyarados with electricity and use Water types on Charizard and Aerodactyl.

- Aerodactyl: Level 46
- Charizard: Level 46
- Dragonite: Level 47
- Dragonite: Level 47
- Dragonite: Level 50
- Gyarados: Level 44

But That's Not All...

- If you thought that this was the end of the game, you're sorely mistaken. After the credits roll, you will start over back in New Bark Town. From here, a whole new adventure opens up to you in Kanto.

- You'll be able to journey to all the old cities and earn all eight of the old badges. There may even be some old friends waiting to challenge you at the end of your new adventure.

- Kanto's map is very similar to how it used to be, but it has changed a bit in three years. There's also plenty of other Pokémon to catch over there, so stay alert!

- It's a fun bonus, making Pokémon Gold and Silver almost like having two games in one. So go get exploring. There's lots more to see!



OK, Besides the Graphics...

by Mark Hain
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Q uake 3 Arena just came out for the Dreamcast when I got assigned this game, so I couldn't help but compare the two. There's no comparison graphically, but to do this job, I think you need to be able to look past that.

MOH Underground is a masterpiece in every sense of the word. First of all, it's completely realistic, featuring historically accurate situations that really could have happened. Add to this the animation of bullet hits and death sequences and the ability to take out enemies with the environment and you have an excellent first person shooter. There's also plenty of weapons, difficult mission objectives and plenty of soldiers. The enemy AI is also really good.

If you can get past the dated PlayStation graphics, MOH is really worth your time.

database

time to complete A long time...
challenge Difficult
best item Sniper Rifle!
best character Dead Nazis
best advice Pick up ammo!
also try the first one
system PlayStation
publisher EA
developer Dreamworks



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MEDAL OF HONOR UNDERGROUND™



Gallery

The Gallery screen contains the "Making of" files for each mission and your Momentos. The "Making of" files reveal all the research involved in constructing the levels, and the Momentos are the trophies you can collect at the end of each mission. Collecting all the Momentos is not an easy task, though, and to do it you will need to get an "Excellent" rating for each mission (earn "Excellents" by taking out as many enemies as you can and restricting your use of Health). Also, if you've acquired a certain amount of momentos by the time you reach Level 7, you can unlock a special Memento that has to do with the hidden level, Panzerknacker Unleashed.

Multi-Player

This is pretty much your typical first person shooter multiplayer mode. You choose a weapon set, then an arena. Earn more weapon sets and uniforms by beating levels.



Using the Environment

The environment can provide you with weapons as deadly as any gun. Perhaps you'll find a hidden mounted machine gun to mow down bad guys with or a crate you can shoot so it lands on an enemy's head. Just keep an eye open and always be aware of your surroundings.



EXPLOSIVES

Fortunately, most large groups of enemies tend to stand around stacks of explosive crates or barrels. Shooting an explosive can take out a lot of enemies at once, so take advantage of this. Otherwise, you're just inviting a large firefight that you might not always win.



MAP KEY

- Standard Enemies
- Spawning Enemies
- Health
- Ammo
- Bomb
- Ladders
- Objectives
- Machine Guns



LEVEL ONE

Occupied



Midnight Rendez-Vous

Objectives

- 1 Find Your Brother
- 2 Open Garage Door

Make your way through the streets until you reach an open garden-looking area—your brother is waiting for you in the northwest corner (there are three guards here). Once you meet him, follow him to the garage. It takes about 15-20 seconds to pick the lock on this door, and unlike the easy guards on the way that your brother probably took out for you, the guards in this area know you are occupied and will try hard to take you down. Cover your brother, and once he opens the door, flip the switch to open the garage door. The truck will roll out, but it's an ambush. After they blow up your truck, head west to the underground catacombs.



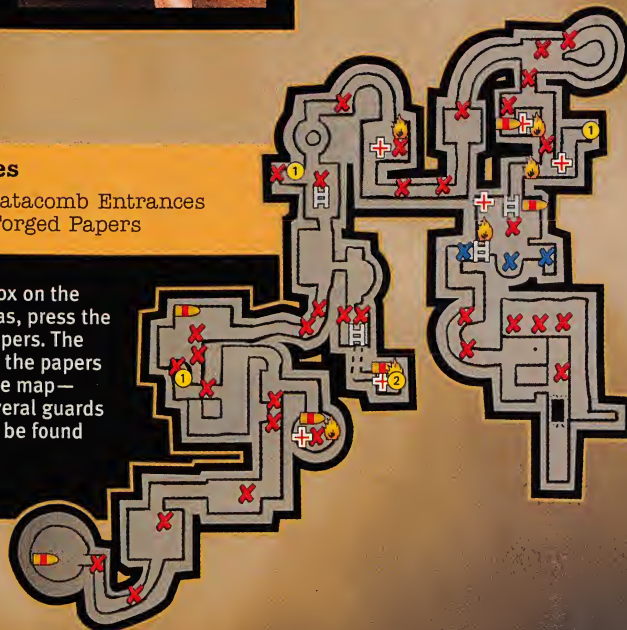
After you find your brother, you'll have to cover him while he picks a few locks. Next, it's on to the garage and an unpleasant ambush.

Amongst the Dead

Objectives

- 1 Seal Catacomb Entrances
- 2 Find Forged Papers

Your first Objective is to seal the three different catacomb entrances (a red box on the screen represents where you need to place your bomb). Just get to these areas, press the Action button and run. Your second Objective will be to acquire the forged papers. The papers are also on the map (you'll have to crawl to get them). Once you have the papers and have blown the three catacomb entrances, you have to escape. Follow the map—you'll know you're close to the exit when you get to the cemetery. There's several guards behind the fences there, so be careful. Your getaway vehicle, the hearse, can be found at the end of the level.



Without a Trace

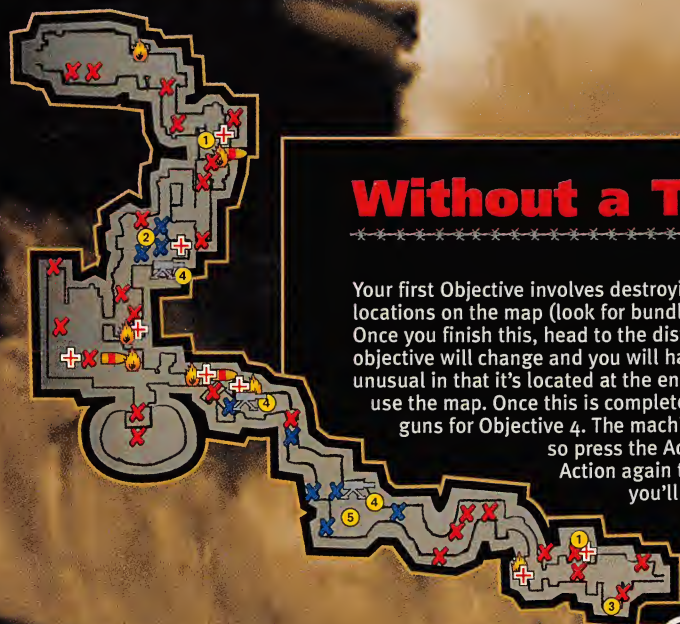
Your first Objective involves destroying distribution evidence at two different locations on the map (look for bundles of newspapers sitting on the ground). Once you finish this, head to the distribution truck (when you get there, your objective will change and you will have to destroy the truck). Objective 3 is unusual in that it's located at the end of level, but you'll be fine as long as you use the map. Once this is complete, turn around and find the three machine guns for Objective 4. The machine guns are hidden within crates, so press the Action button to open them (press Action again to use the guns). For Objective 5, you'll find the gun around the second distribution truck on a platform at the top of a set of stairs in the area.



Blow up the trucks to complete Objectives 2 and 5.

Objectives

- 1 Destroy Distribution Evidence
- 2 Check Distribution Trucks
- 3 Hide Printing Press
- 4 Find Hidden Machine Guns
- 5 Destroy Second Truck



Tread Carefully

Objectives

- 1 Find a Panzerfaust
- 2 Stop the Tanks

The route to the panzerfaust is a tough one, and there will be grenade troops all over. Luckily, you'll find a mounted machine gun a little way into the level. Take out who you can, but watch out for the tank—focus all your firepower on it as soon as you see it. Next, head to the panzerfaust. There's a limited amount of ammo for it, so if there's a machine gun nearby, use it instead. Killing tanks with mounted machines gun isn't easy, but they're really your only hope (the tanks patrol in circles around the areas listed on the map).



Most of these "find the missile launcher and kick butt" levels are really fun—they're also pretty tough! Be sure to check all ammo points along the way!



LEVEL TWO

Hunting the Desert Fox

Casablanca

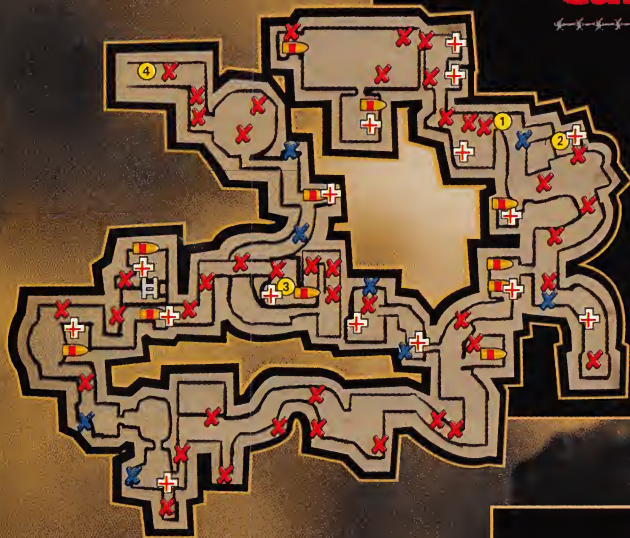
Objectives

- 1 Escape Hotel
- 2 Find Logistics Officer Dossier
- 3 Find Location of Supply Depot
- 4 Leave City by Truck

Escaping the hotel is not too difficult, just head northeast (it's the only way you can go). The office that contains the dossier is a little down the street, and there's only one or two sentries that will try to stop you. The distance between Objectives 2 and 3 is pretty far, so be sure pick up plenty of ammo and health to deal with the numerous enemies you're bound to encounter. Once you get to Objective 3, which is pretty close to the end of the level, take the map off the wall of the Logistics Officer's Office and pick up the power-ups around you. Finally, get to the truck and make your escape to the supply depot.



Although this level short, it's riddled with enemies.



Lighting the Torch

Objectives

- 1 Find Shipping Records
- 2 Find Disguise
- 3 Radio American Fleet
- 4 Lock Photographer in Bathroom

Follow the map north to Objective 1. There's only one bad guy in the office where the shipping records are, so you shouldn't have much of a problem. Objectives 2 and 4 are almost the same thing. You'll find all the photographer's stuff on the table, including a camera and a pass. Press the Action button to move the chair in front of the door to lock in the photographer (this almost goes without saying, because what good is taking her stuff if she knows right away?). Last off, stop to radio the American forces and make your escape.



Burning Sands

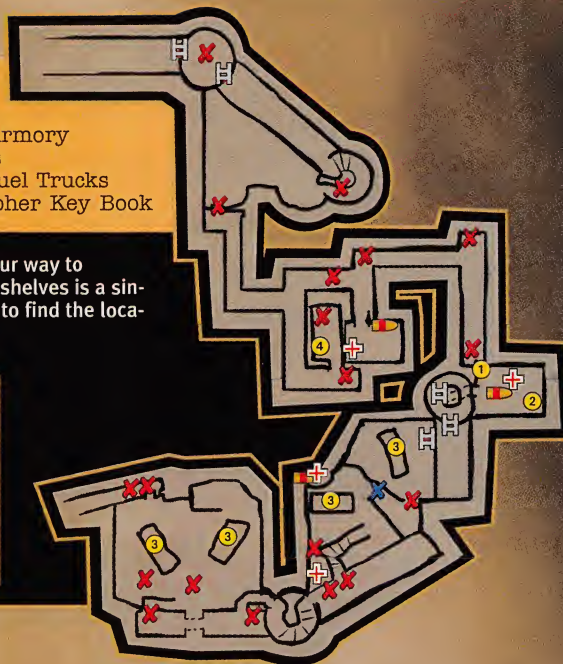
As you can tell on the map, the easiest thing to do is get Objective 4 out of the way first. Go inside the building and take a picture of the cypher key on the desk. Next, go back around and make your way to Objective 1. Although it's called an "armory," the only thing you'll find on any of the shelves is a single box of bombs, which you'll need to destroy the fuel trucks. Next, follow the map to find the location of the four stationary trucks (they are all in a closely connected area).

You'll just run into the armory as you go through the level.



Objectives

- ① Get Access to Armory
- ② Find Explosives
- ③ Destroy Four Fuel Trucks
- ④ Photograph Cypher Key Book



Ally in the Desert

You'll go a long time through this mission before you find an objective. After several enemy encounters, you will see the first anti-aircraft gun exactly west from where you started. After you take out the lone sentry, use your grenade to blow the gun to smithereens, then head in the only direction you can go to locate gun #2. This gun will not be quite as easy to destroy, though—it's got a tank guarding it. A little further on in this straight-shot level is the last gun. After you take it out, go on to the building with the landing light controls and turn them on. The plane is located directly at the end of the level.

Because the anti-aircraft guns are guarded by tanks, disabling them will not be easy. Be sure to aim carefully.

Objectives

- ① Disable Anti-aircraft Guns
- ② Turn on Landing Lights
- ③ Escape Morocco by Plane



LEVEL THREE

Undercover in Crete



Getting the Story

Maintain your cover by snapping a couple pics of the first two guards (doing this blinds them and makes them easy targets). The photo pass is on the ground near some boxes. On your way to the restricted pass, you'll run into several skirmishes that you can either join or ignore (you don't get anything for fighting these battles, but it's fun to join in). After you get the restricted pass, the next thing on your way will be the supply schedule, which is actually Objective 5. The archaeology pass and the map you need to photograph for Objectives 3 and 4 are in the same room, so just follow the map and you'll be fine—take out the guards along the way, though, so you can do what you have to do in peace. Now that you've completed all your objectives, head to the truck at the end of the level.



Objectives

- 1 Get Photo Pass
- 2 Get Restricted Pass
- 3 Get Archaeology Pass
- 4 Photograph Map
- 5 Find Supply Schedule

The restricted pass is in the area around this supply truck.



What Lies at Knossos

This level has objectives all over the place. There are six archaeologists to take out, three relics to find (though these are close to the archaeologists) and two bunkers with supplies to destroy. The best advice we can give you is to follow the map. If you go in blindly, you could get lost. The propaganda report is located directly north of where you start in its own room, and the bunker entrance is right at the end of the level.

Objectives

- 1 Eliminate Archaeologists
- 2 Locate Propaganda Report
- 3 Recover Relics
- 4 Destroy Bunker Supplies
- 5 Locate Bunker Entrance



Labyrinth

Directly north of where you start the level is the artillery bunker, and the two cannons you need to take out are waiting inside. Enter the bunker for Objective 1, and take out the two cannons for Objective 2. The communications room and the comm devices you need to destroy for Objectives 3 and 4 are pretty far away and are found toward the end of the level (the exit is right outside this area).

Objectives

- 1 Locate Artillery Bunker
- 2 Destroy All Cannons
- 3 Locate Communications Room
- 4 Destroy Comm Devices

LEVEL FOUR

Jewelsburg: Dark Camelot

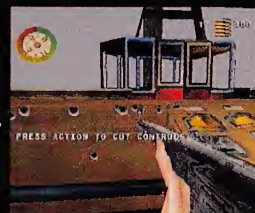


Ascent to the Castle

Follow the railroad tracks to Objective 1. You will find the crowbar on the top level of the building on the map. You'll have to crawl to get to Objective 2, because the tracks will be blocked. Next, you'll find the radio, which you need to destroy to complete Objective 3. The rest of the objectives are very close. After getting the wire cutters, you can disable the emergency brake, disable the control overrides and steal the cable car. Also, be sure to pick up all the first aid and ammo you can see on the map.

Objectives

- 1 Find a Crowbar
- 2 Find Wire Cutters
- 3 Destroy Radio
- 4 Steal a Cable Car



The main goal here is to steal a cable car.



Valhalla

There are two ways to enter the castle, so choose one to complete Objective 1. Once inside, make your way downstairs and find the knife on the pedestal in the middle of the room (it looks more like a box with a knife picture on it). The black knights in plate armor that guard this level make things especially difficult. These guys do not stop easily, so try to be accurate and do your best to take them down. When you go back upstairs, you'll run into safe for Objective 4. You won't be able to open it yet, so retrieve the demolition charges that are found near the end of the level, then go back, blow the safe, get the contents and head back for the exit.

Although the archaeologists are not hostile, they will shoot you if you wait too long.



Objectives

- 1 Enter the Castle
- 2 Get Knife of Abraham
- 3 Find Demolition Charges
- 4 Get Contents of Safe
- 5 Find Valhalla

A Vicious Cycle

This level is pretty simple and straightforward, except for the amount of enemies. You do get to use the sniper rifle, though, which is just about the most fun weapon in the game (go kind of slowly and take dudes out from a long distance—they'll never know what hit them!). The bridge to the barracks is pretty far into the level. Once you get there, find the four red boxes and place your bombs. Next, head to the guard tower and find the siren controls so you can shut that annoying noise off by blowing them up. The safe house is just a little further. You'll have to crawl a couple of times, but when you get to the end of the level, the operative will hide you and that will be the end of the mission.

Objectives

- 1 Destroy Bridge to Barracks
- 2 Destroy Siren Controls
- 3 Go to Safe House





LEVEL FIVE

Last Rites at Monte Cassino

Roundabout

Watch out for the sentries that are posted near the start of the level, and keep an eye out for the first three supply trucks you'll need to destroy for Objective 2. The trucks run parallel to a trench, so you can't miss them. You'll find the next group of three on your way to the guard tower. Take them out, then complete Objective 1 by planting your explosives in the flashing red box at the base of the tower. Next, head to the supply depot and complete Objective 3, then follow the last wooded path until you reach the crypt entrance.

Objectives

- 1 Disable Guard Tower
- 2 Destroy Supply Trucks
- 3 Destroy Supply Depot
- 4 Locate Crypt Entrance



The supply trucks are pretty easy, but the guard tower is tough.

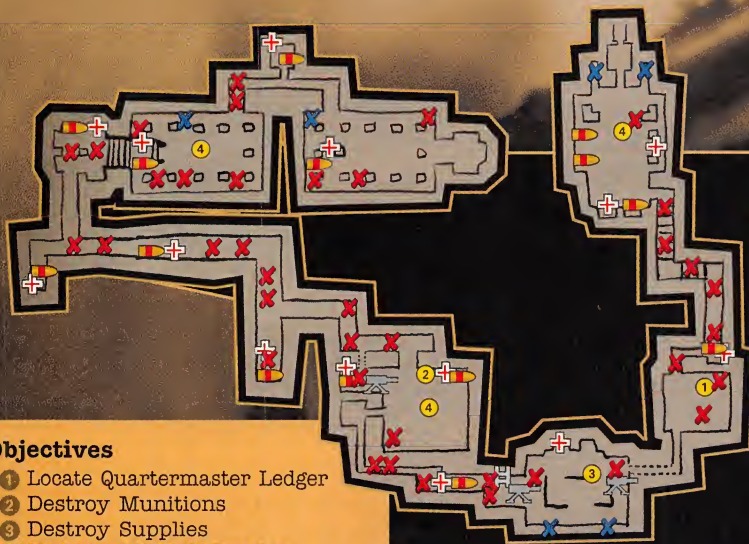


Prisoners of War

The room containing the Captain that you have to rescue is located near the beginning of the level. When you get there, kill the guard and stand next to the Captain—this triggers him to jump up and head out the door. You have to cover him as he tries to free his comrades, who are locked in five different rooms. On your way to the last room, there will be as many as five guards take out, so be careful. You'll find the War Room shortly after you free the last prisoner—it's sort of secret door, so look carefully (check for a "seam" in the wall). Once you've destroyed the War Room and all enemies that are around the are, Objectives 4 and 5 will be complete and you may exit the level.

Objectives

- 1 Free Captain
- 2 Rescue Pilots From Cells
- 3 Protect Captain
- 4 Destroy War Room
- 5 Eliminate Command Staff



Objectives

- 1 Locate Quartermaster Ledger
- 2 Destroy Munitions
- 3 Destroy Supplies
- 4 Destroy All Half Tracks

Mayhem in the Monastery

Use the panzerfaust on the first half-track, then continue on to the munitions dump. The area is heavily guarded with enemy soldiers and another half-track. (If you still have panzer ammo, this will be easy. If not, you'll have to run in, grab panzer ammo and get back to the tunnel.) The tunnel entrance is your most fortified position, so you should be in a fairly safe position to light up that half-track. Once you're done, go to the next large room and find the supplies you need to destroy for Objective 3. The quartermaster's ledger is in the next room, and the last half-track is right at the end of the level (if you need panzer rounds, look outside the entrance to the half-track room).

LEVEL SIX

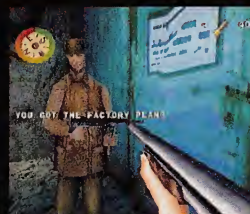
A Mittelwerk Saboteur

Plans for Destruction

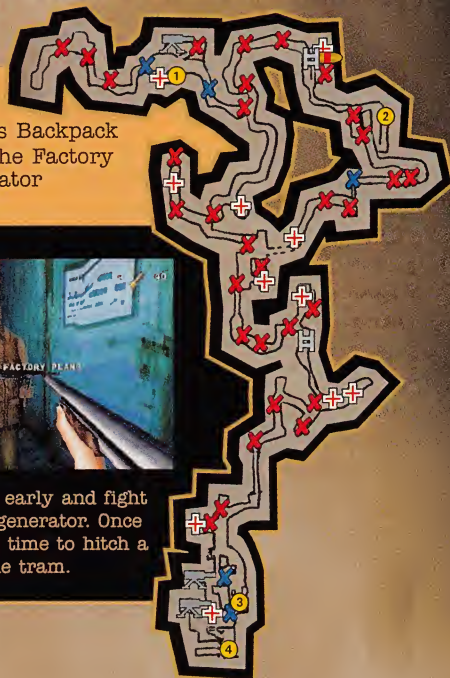
The explosives you need for Objective 1 are pretty close to the start of the level. Pick them up and continue on the path until you reach a road sign. Take the left path to reach the factory plans (you'll have to crawl to reach them). Next, crawl back to the main part of the level and find the guard tower. There will be three or four bad guys where you crawl out of, so watch it. The generator and tram are close together toward the end of the level. The path there is quite confusing, so follow our map closely if you want to get through it. Inside the only building with equipment (the rest are empty) will be a machine that looks like a fan. Turn on the generator and head for the tram. All you have to do at the tram is hit the controls and walk on in.

Objectives

- 1 Find the Explosives Backpack
- 2 Get the Plans for the Factory
- 3 Activate the Generator
- 4 Activate the Tram



Pick up the plans early and fight your way to the generator. Once it's turned on, it's time to hitch a ride on the tram.



Sabotage!

You can find the control room key on a soldier directly north of where you start. Get the key, then head for the door controls (check the map). You'll see set of V1 machines on your way, but you won't be able to reach them all until you complete Objective 2 (there are three sets of these machines in all, so check the map for their locations). Once you complete Objectives 2 and 3, you'll be able to open the previously locked door near the end of the level. Go straight to reach the Objective 4 V1 stockpile that needs to be destroyed. The other hallway in this area leads to the exit.

Objectives

- 1 Find Control Room Key
- 2 Activate Door Controls
- 3 Destroy V1 Machinery
- 4 Destroy V1 Stockpile

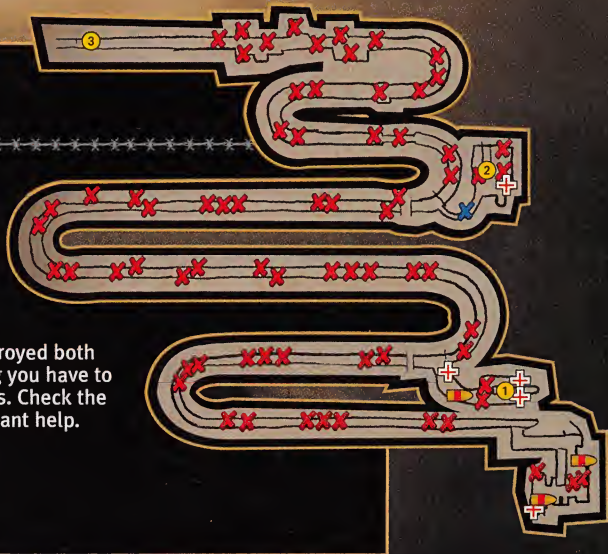


Sidecar Shootout

You will travel for a short time until you reach the double agent who is going to be your driver. Here's the fun part: He drives, you shoot. This level has tons of enemies, but most are grouped in pockets around barrels of explosives. Hit the barrels and you'll take out the whole group. Be sure to kill all the enemies you see, because if you let any pass behind you, they will tear you apart. When you get to the launch site, find the missile in the middle of the area. It should have a blinking red box where you place the explosives (the second launch site is the same). Once you've destroyed both sites for Objectives 1 and 2, you simply have to exit town—"simply" meaning you have to get through all the many enemies. Check the map for enemy locations if you want help.

Objectives

- 1 Destroy First Launch Site
- 2 Destroy Second Launch Site
- 3 Exit Town



LEVEL SEVEN

Liberation!

Final Uprising

This is another fun sniper level, so go nuts. Objective 1 is very easy. The only guard in the area will be hiding near the barrels on the left, so take a quick head shot, then snag the petrol. The first half-track you have to destroy for Objective 2 can be found a little further up the path, but there are several large enemy spawn areas before it, so be prepared. The other half-track is just beyond the first one. (By now you should know that the best way to take out a half-track is to toss petrol into the open top.) Once you've destroyed both half-tracks, you need to take out the contingent of Prefecture Guards a little down the street. Once the last group of Prefecture Guards is taken out, go ahead and complete Objective 4 by entering the Paris Prefecture.



Objectives

- 1 Find Petrol Bomb Cache
- 2 Destroy All Half Tracks
- 3 Neutralize Prefecture Guards
- 4 Enter the Paris Prefecture



Street by Street

You've got three sets of barricades to take out for Objective 1. Because each barricade has a machine gun and between three and five enemies, this will be no easy task. The first two barricades are near the beginning of the level; the last one is toward the end (once you've destroyed the second barricade, concentrate on completing Objective 2). After you've destroyed the second barricade, look for the space you need to crawl through to reach the second half of the level. To complete Objective 2, find the only bar in town and take the subway map from the back pocket of a Nazi enjoying a drink with his buddy. With the subway map in tow, take out the last barricade and head to the marketplace.

Objectives

- 1 Neutralize Barricade Guards
- 2 Find Subway Map
- 3 Enter Marketplace



Head to the bar to complete Objective 2. The subway map is in the back pocket of the guard on the left.





Operation Marketplace

Objectives

- 1 Find Panzerfaust
- 2 Meet Contact
- 3 Escape Into Subway Tunnels



Your contact will sell you out. Make him regret it, then go destroy the tanks.

Pick up the panzerfaust near the start of the level and head for your contact. You'll notice something's fishy when you meet this guy, though, and upon closer inspection you'll realize that he's an enemy—kill him before he can pull his weapon. You now have an extra objective—stopping the enemy tanks. After you destroy them and all the enemies in the area (see map), you can follow the path to the subway and Objective 4. There is one last enemy tank right before the subway tunnel, so take cover. Use your petrol accurately.

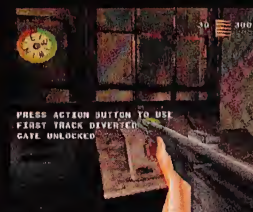
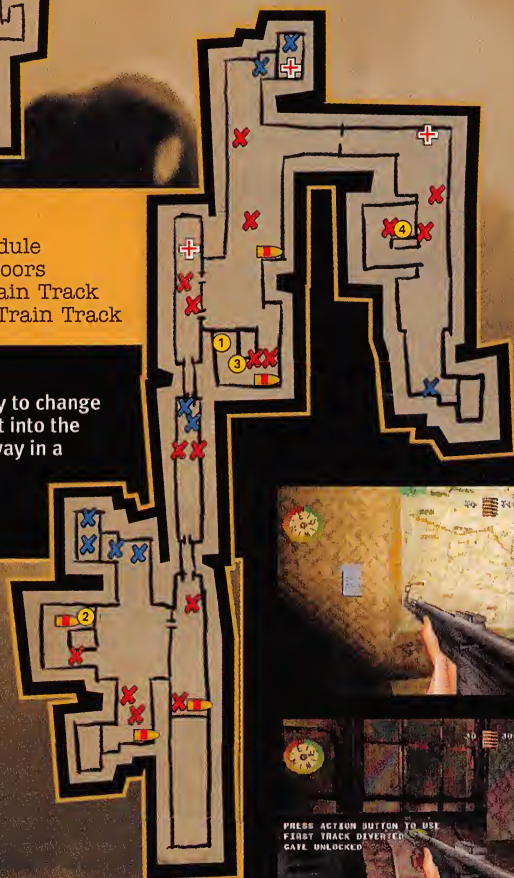


The End of the Line

Objectives

- 1 Get Train Schedule
- 2 Unlock Train Doors
- 3 Divert First Train Track
- 4 Divert Second Train Track

First, unlock the doors to the train (which is actually Objective 2), then board. There are tons of enemies here, with several spawn points in the area, so pay attention and watch your back—don't just sit and wait for the doors to open when you're ready to change cars. Once you kill all the enemies in the final car, the train will stop and you can exit into the station. You can find the train schedule you need for Objective 1 at the end of a hallway in a room with a big glass window (check the map). The mechanism that lets you divert the train for Objective 3 is in the same room. The mechanism for Objective 4, on the other hand, is near the end of the level.



The Train Schedule is in this room with the glass window. The first train mechanism is here as well.



LEVEL EIGHT

Panzerknacker Unleashed!



JOURNAL LOCATED



ONE ARM FOUND

Time to start assembling your Panzerknacker. This level holds the legs and arms.

Where Eagles Dare

These levels are really a bonus. You are not fighting humans; you are fighting, um, dog warriors. They'll simply bite at your ankles at first (which actually kills you as quickly as a bullet, especially when there's four or more of them), but as you progress, they'll start carrying guns. The journal is close to the first heavy opposition you'll run into—a half-track. Take it out, grab the journal, then you'll get two more Objectives. You are going to put a crazy nutcracker ally together called the Panzerknacker. To do this, you need all the parts—this level has the arms and legs. Check the map if you want exact locations. There are (duh) two arms and two legs.

Objectives

- 1 Locate Journal
- 2 Find Panzerknacker Arms
- 3 Find Panzerknacker Legs



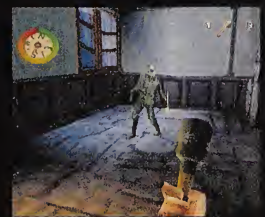
Rotten to the Corps

OK, here you're back to fighting what at least looks human: zombies and those annoying black plated knights. The best thing to say here is to look at the map. There are knights and zombies all over the place, and as you know, the knights don't fall easy! You can find the torso for Objective 1 pretty early on. There are plenty of enemies and motor-cycle guards all around, though, so be careful. Defeat the two knights that will attack you after you obtain

Objective 1, then start searching for the Panzerknacker Head (check the map). Once you've gotten it, a few zombie guards will walk in. Defeat them and head toward the exit.

Objectives

- 1 Find Panzerknacker Torso
- 2 Find Panzerknacker Head



The zombies don't fall very easy. You'll have to fight for your Panzerknacker head



I, Panzerknacker

Assemble your Panzerknacker, then make your way around and take out all the enemy soldiers. Your main objective here is to escape the castle. Watch out for the "toy soldiers" (they have panzerfausts, and though they move very slowly, they shoot as fast as any soldiers would). As you enter a clearing that you might think is the castle exit, you'll see a tank. This is the last heavy machinery you'll encounter in the game! After that, it's a clear shot to the exit and the end of the game. Congrats!



Your Panzerknacker is not invincible by any means. Cover him best you can he'll help toward the end of the level.

Objectives

- 1 Assemble Panzerknacker
- 2 Escape Castle

Game Secrets

Secrets

Every level you beat with an "Excellent" rating will give you a new secret code. Some of these codes make the game a lot more stressful, but most of them make it a lot more fun. Here's a list of the codes you get and what they do.

Swell Multiplayer: This is kind of weird; it messes up both of your controls, freezes them, reverses them and generally screws things up.

Bouncing Bullets: This is awesome—your bullets bounce off all the walls.

No Reload Mode: This is Quake on crack.

Civil War Mode: This makes it an every man for himself scenario, except for whoever's with you.

Podoski Mode: One shot kills. Pretty self-explanatory.

4X Firing Rate: Did we say Quake on crack before? This will make your gun take a hit from the same pipe.

Unlimited Ammo: Duh.

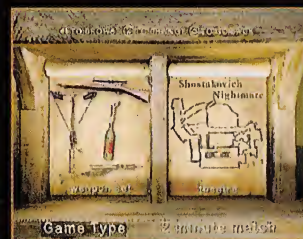
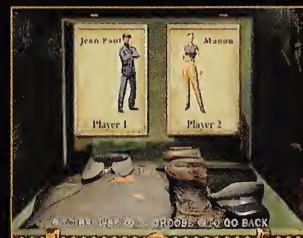
Invulnerability Mode: Double Duh.

Wacky Taxi Mode: You've got 60 seconds to complete the mission and the only way to gain more time is to kill, kill, kill. It's really fun when you've gone through the game—convenient since you have practically to go through the game to get it!



Secrets Behind the Secrets

You can release something extra for each mission you play. For most missions, you'll earn extra uniforms for multiplayer and a secret code (of course, the higher the level you beat, the better the code you'll get), but you can also unlock multiplayer theatres, medals and Momentos. The uniforms you win are actually characters taken directly from the game. Want to play as the archaeologist? He's in there with just about every other character and enemy you encounter. The momentos and medals you can win are strictly for bragging rights. These hard-to-get items don't necessarily "give" you anything, but you can unlock the last level, Panzerknacker Unleashed, if you can get them all.





The End of the Journey...

by Andy Baran
andy_baran@ziffdavis.com

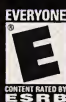
The more you play Majora's Mask, the more you will like it. Although the whole time system can get kind of confusing, just give it time and you will soon see just how carefully crafted this game really is.

Does this game live up to the expectations set by the previous N64 game? Yes. While the graphics are a small grade sharper than before, they really don't stand out. The gameplay, however, is what will win you over.

The time travel aspect adds a wealth of mystery to the game. Things can be hidden in a whole new way. If you don't want to cheat by looking in this guide right away, try talking to the Gossip Stones while wearing the Mask of Truth. Every crucial secret will be revealed by speaking with these enigmatic stones.

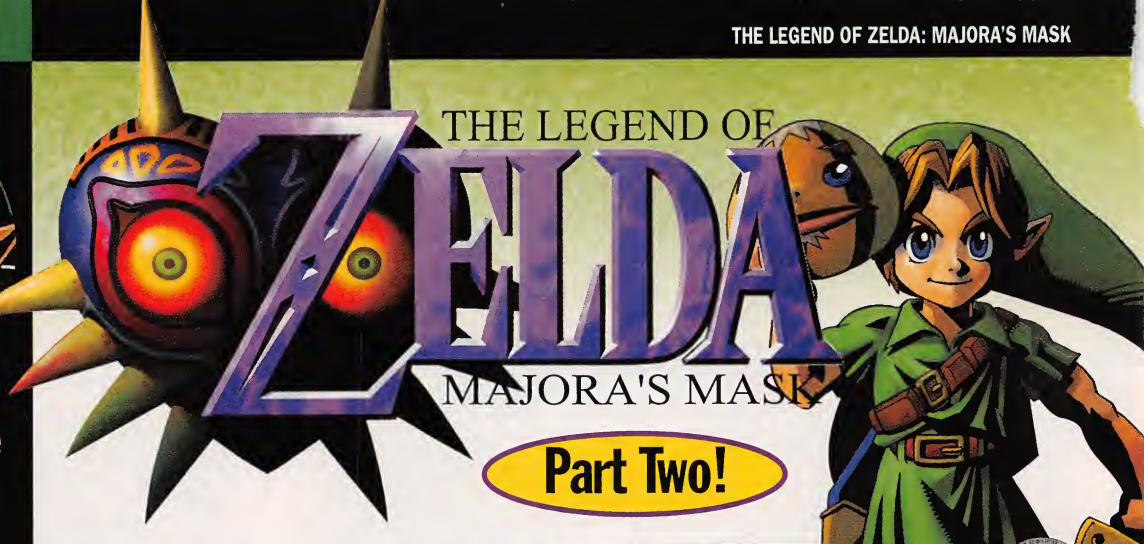
database

time to complete **60 hours**
challenge **Moderate**
best item **Fire Arrows**
best character **Goron**
best advice **Learn the pathways of time...**



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The World Map



1. Snowhead
2. Mountain Village
3. Stone Tower
4. Great Bay Coast
5. Milk Road
6. Clock Town
7. Ikana Canyon
8. Zora Cape
9. Woodfall

We're Not in Hyrule Anymore...

Mapping Made Easy: Do yourself a favor and find Tingle the map-maker whenever you're in a new section of the overworld. Keep an eye out for his red balloon, then shoot him down with an arrow, Deku nut or whatever. Pay him some Rupees and he'll fill in a section of the overworld map for you.

The Fairy: Keep your eyes on your Fairy. She'll turn green whenever you are near a puzzle. If you get stuck, walk around a room and see where she goes...

Bugs for Cash: Drop a bug into a bean-planting location and a few red Rupees will pop out. This is a nice little bonus that few players ever find.

Free Milk: Whenever you come across a cow, play Epona's Song and have an Empty Bottle handy—you'll get some milk (it's a lot bet-



Play Epona's Song for any of the cows that you can find.

ter than giving those rotten Gorman Brothers any money).

The Final Mask: Beat the game with the Fierce Deity Mask and you'll be able to keep the mask for your next new game (on the same save file, of course). This mask can be used against the other bosses and having it is a sign of true Zelda mastery.



Beat the game while wearing the Fierce Deity's Mask.

Scarecrows: The scarecrow and his song is one of the most difficult puzzles to figure out. Well, you'll have to use his services, like the first cart, although this time it isn't for Skulltulas. If you can't remember the song, you can talk to him and reset in on a different day.

Last Month in XG

What we covered in the first part of the guide: We took you from the Prologue all the way to the Great Bay Coast. All of the songs and items up to that point were revealed, as well as clues to solving all of the troubles of the townspeople. Want to know how to make everyone happy? Check out our completed logbook. The first two dungeons were detailed with step-by-step walk-throughs. The strategy for completing the first two bosses was also included. If you need help with any of these points, be sure to check our last issue (XG#78).



Water Dungeon

Solving the Dungeon

1. After you disembark the turtle, head through the doorway to find the room with giant gears. Transform into a Zora and pull the lever on the far right side. Next, head toward the lever in the center of the room. Push it two times and you will be able to reach the door on the second floor by treading on the water spouts.
2. In the room with the massive turbine, navigate your way into the top-most red corridor.
3. Swim to the top of this room and fire your Hookshot to latch onto the chest. Inside is the **Map**. Exit the room by swimming past the hands and go into the lower vent.
4. You will eventually come across a large room with a chest in a nook. Get the **Compass** from the chest, then sink into the pool of water. Once you find the second chest, which contains a **Small Key**, head out through the vent. This will take you back to the huge turbine room.
5. Enter the next area by following the bottom red vent. Swim to the top of the next room and unlock the door.
6. Stand in the middle of the second room, look at the ceiling and prepare to fight the Eye (see sidebar). If you win, you will acquire the **Ice Arrow** ability for your bow.
7. Head back two rooms to the jumping Octoroks. Freeze the one closest to you by blasting it with an Ice Arrow, then use him as a platform to reach the lever.
8. Head back to the room where you acquired the Map, then use your Ice Arrows on the water to make platforms to reach the door on the far end of the hall. Once you are through the door, you'll see a lever atop a platform. Freeze the nearby slime, then use it to climb to the lever.
9. Return to the room where you acquired the compass and use your Ice Arrows to make a path to

the door on the right. As a Goron, smash the icicles, then melt the ice wall with a Fire Arrow. The next room has a frog boss. Win this battle to earn the **Boss Key**.

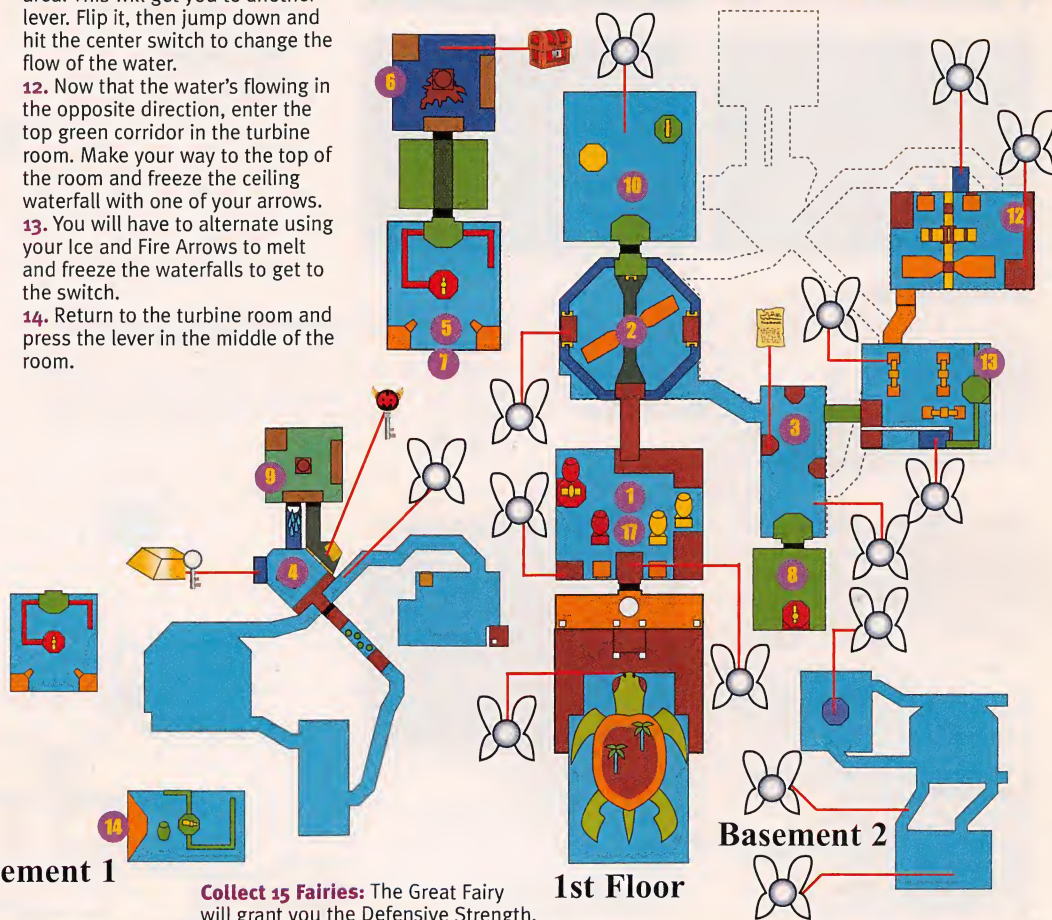
10. The next part of your journey will take you back to the turbine room. Freeze the waterfall blocking the ladder, then continue through at the top. In the next room you'll have to use your Ice Arrows again on another switch.

11. Remember the first big room that contained the massive gears? Head back there and Hookshot to the spot on the left side of the area. This will get you to another lever. Flip it, then jump down and hit the center switch to change the flow of the water.

12. Now that the water's flowing in the opposite direction, enter the top green corridor in the turbine room. Make your way to the top of the room and freeze the ceiling waterfall with one of your arrows.

13. You will have to alternate using your Ice and Fire Arrows to melt and freeze the waterfalls to get to the switch.

14. Return to the turbine room and press the lever in the middle of the room.



Basement 1

Collect 15 Fairies: The Great Fairy will grant you the Defensive Strength.

1st Floor

Basement 2

Gyorg Gargantuan Masked Fish

Gyorg is one of the toughest bosses in the game, so it might be a good idea to collect all of the fairies from this temple before attempting to fight him (a supply of bottled fairies might also be in order). Also, although there are multiple ways to win, transforming in a Zora is the best course of action.

As a Zora, sink into the murky waters and lock onto the boss. Fire your boomerang spines to stun him, then try to get in a few more hits with your blades. When Gyorg circles around, avoid his mouth, otherwise you'll get swallowed and take some massive damage.



Use your boomerang attack to stun Gyorg for a few seconds.



Avoid getting anywhere near Gyorg's mouth, or else!



Ikana Valley & The Empty Well



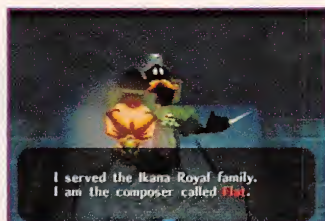
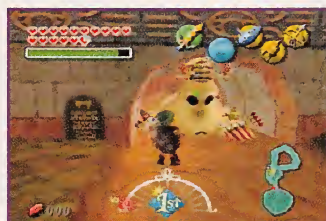
A Land of Ghosts and Thieves

To cross over into Ikana, you'll need to ride Epona over the fences on the east side of Termina Field. A spectre blocks the way to the main section of Ikana, so wear the Garo's Mask (obtained from the Gorman Brothers) to pass. Next, use the Lens of Truth and look at the circle of stones near the spectre. If you give the revealed soldier a potion, he will give you the **Stone Mask** for your troubles. Next, at the hut near the Empty Well, the spectre will challenge you to fight three female Poes. Defeat them for a Heart Piece.



Talking to the Dead

Play the Song of Healing to the giant skeleton and chase it down. If you can kill it before it completes the circuit, you will be able to reach a chest containing the **Captain's Hat** (this hat will allow you to speak to the skeletons).



Grave Matters

1. During the evening of Day One, wear the Captain's Hat and talk to the three skeletons walking around the grave. Have them remove the grave, then fight the Iron Knuckle inside. Dodge its attacks and strike after it swings. Winning the battle will introduce you to Flat, who will teach you the **Song of Storms**.

2. Go to the cave directly behind the musical box

house. When you confront Sharp, play the Song of Storms.

3. Wait by the house for the little girl to go to the well. When she does, enter the house and play the Song of Healing to her father. You will be rewarded with the **Gibdo Mask**.

The Empty Well

This dungeon is different because you will need to give your adversaries the items they want in order to progress. By wearing the Gibdo Mask, you can talk to the Gibdos. Give them what they want and you will be able to go through the door they are guarding. Here is the list of items you must use.

1. Something that grows when watered. Five of them...

Answer: 5 Magic Beans

2. Something that makes a blinding flash. Ten of them...

Answer: 10 Deku Nuts

3. Ten Refreshing Blasts

Answer: 10 Bombs

4. Something deliciously fresh.

Answer: A fish in a bottle.



Wear the Gibdo Mask to be able to talk to the Gibdos.

A Just Reward

By completing this course, you will come across a room with four torches. Light them to obtain the **Mirror Shield**. This item allows you to reflect light, which will let you melt barriers and kill certain enemies.

5. A ghost, a big one...

Answer: A Big Poe

6. Something rich in Calcium.

Answer: Milk

7. H₂O

Answer: Spring Water

8. Small and creepy.

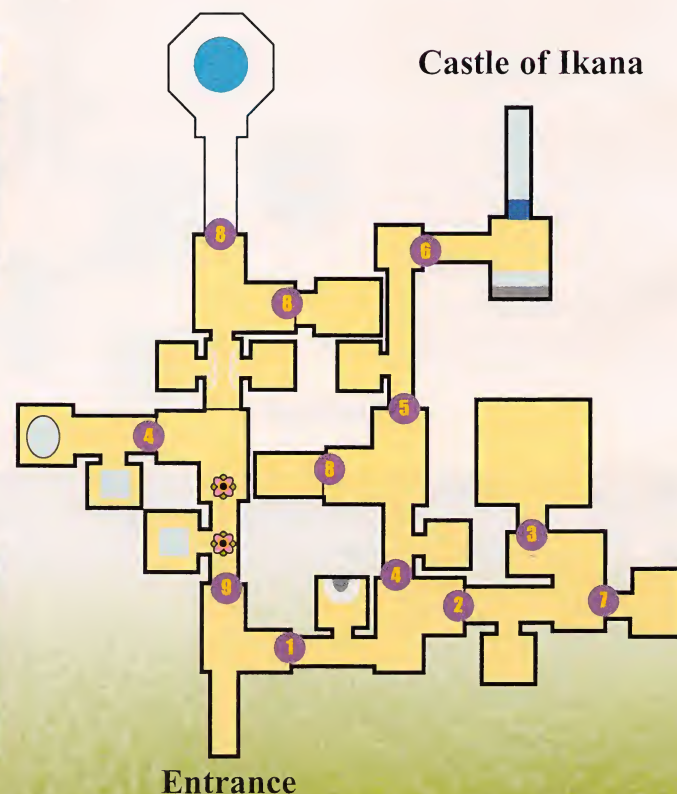
Answer: Bug in a bottle

9. Blue and restores health

Answer: Blue Potion



You'll need to catch a Big Poe in order to get past one door.





Ancient Castle of Ikana



Reaching the Castle

There are two ways to enter the castle area: You can either use the secret passage at the end of the Well, or you can use the shortcut by positioning your Mirror Shield to reflect light on the sun block barring the entrance.

Solving the Dungeon

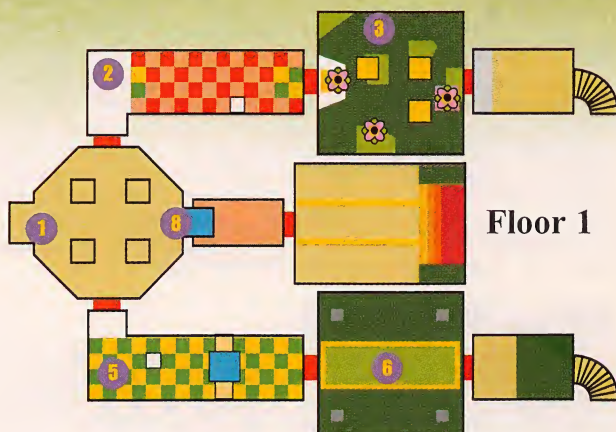
1. Put the Gibdo Mask on now and you'll save yourself a lot of trouble (find out why in the first room). Use Fire Arrows to trigger both switches.
2. In the next room, transform into a Deku and hit the switch to raise the floor; it will fall back soon, so make sure that you're inside of a flower first. Next, make your way to the second switch and trigger it to unbar the doorway, then exit to the next area.
3. Use the flower to hover to the switch on the left side of the room, then transform back into Link to work the switch. Use your arrows to clean out the spiders before switching on the Lens of Truth, then hop your way across to the opposing doorway.
4. Make your way to the roof and follow the battlement around until you reach a flower. Use the flower to reach a switch that sheds light into one of the lower rooms.
5. Go back to the main room and go through the door on the right.

Now that light is pouring into the room, you should be able to melt the sun block that is in your way. Wear the Gibdo Mask to avoid some trouble.

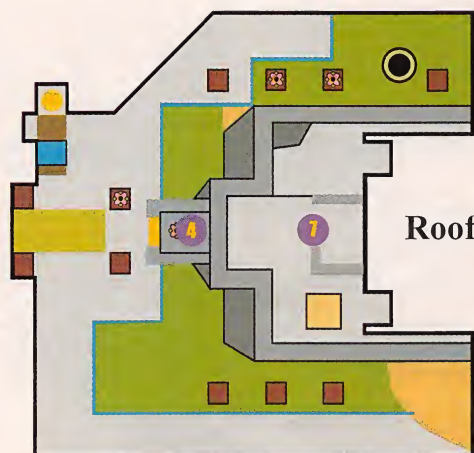
6. In the next room you have to fight a Wizrobe. This guy will teleport around and blast you with fire. Nail him with your arrows or a Hookshot. After awhile, he'll start sending out mirror images of himself—shoot the solid form a few times and he'll let you pass.

7. Continue onward till you reach the rooftop again. You'll come across a hole, but do NOT fall in. Instead, continue onward until you come across an indentation in the floor that looks somewhat fragile. Although it may seem like bombs are the way to go here, it's sadly not the case—only a Powder Keg will do the trick. If you blow up this section of the roof, light will rain down into the main chamber.

8. Hop down into the main chamber and shed some light on the sun block to reveal a secret passage leading to the boss.



Floor 1



Roof

Fighting Wizrobes

A Common Mini-Boss

This guy will appear at set locations in the room. Use an arrow or Hookshot to nail him before he casts a spell at you. When he starts to create duplicates of himself, be sure to shoot at the solid form.



Use a Powder Keg to blow open the rooftop section of the castle.



Why is there a paper airplane atop the far-end pillar?

Another Heart Piece? Easy Money

You'll need to move fast to get the Heart Piece outside of the castle. Hit the switch, transform into a Deku and hover over to the Heart Piece. If you don't act fast enough, the flames return.

Here is a no-risk money loop: Keep entering the main chamber while wearing the Gibdo Mask and you'll be able to kill the Gibdos without a problem. You'll reap a fortune every time you do it.



King and His Henchmen

As soon as you enter the throne room, shoot two Fire Arrows into the curtains on the right side of the area. Kill off the two henchmen, then reflect the light on them to put them away for good. Once you get the king's attention, lure him near the wall (this makes him more likely to be vulnerable)

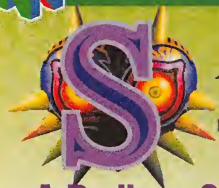
and fire an arrow to stun him, then hack away at him with your sword. Once he falls, you must reflect the light on him before he reforms. Winning this battle will earn you the Elegy of Emptiness, a song that allows you to leave a duplicate of yourself and your transformable personae.



Kill off the henchmen relatively close to the light.



The king isn't much more difficult than his henchmen.



Stone Tower

A Perilous Climb

You will come across switches that move blocks and provide a route across the enormous chasm. The blocks won't stay in place once you leave them, though, so you will have to leave replicas of Link, Zora and the Goron on the switches (the Deku isn't heavy enough to press the switches down). This area is long and fairly frustrating, and if the constant downpour of rocks isn't bad enough, you will have to deal with those annoying statues that home-in on your location and shoot (grab a few fairies just to be safe). There is an Owl Statue at the top. Make sure to activate it as soon as you see it. The entrance to the dungeon should be in sight.

Solving the Dungeon

1. Immediately go through the left-hand door and you will come to a room with a few Bombchus. You will find four switches that need to be pressed down before the gate opens. If you use a bomb on the fractured wall, you can find two crates that can be placed on the switches. Place a replica of the Goron on top of the large switch.
2. The next room is a small courtyard. There are a few darkened tiles on the floor. Place a bomb in the middle (it will come in handy pretty soon), then stroll through the nearest doorway.
3. If you bombed the previous room's floor, sunlight should be flooding a section of the room. Use the light to melt the sun block. At the end of the room is a chest containing the **Map**. If you kill off all

four of the Armos statues, a chest containing a **Key** will appear. Remember, you don't have to worry about the lava if you are in Goron form.

4. Head back to the room where you bombed the floor and unlock the locked doorway. You will find yourself in a series of canals with a Dexihand blocking the way. Let it grab you—he'll toss you at a chest that contains a **Key**. With the Key in hand, continue through the waterway.

5. You will come across a large room filled with water. If you are collecting Fairies, make sure to shoot all of the switches in the room. The mirrors in this area can hold light for a limited period of time, so charge the first one you see by reflecting light into it, then



Kill these annoying statues with a simple bomb.



By the end of this section, you will begin to hate playing songs.

run into the light it sheds so you can reflect the light to melt away the sun blocks. Doing so yields the **Compass**. Unlock the door and enter the next area.

6. Use the strength of your Goron form to punch away the large circular pillar sections. You will now be able to reflect light into the mirrors (you will have to do the mirror trick twice in succession here).

7. You must now use the Deku Mask to navigate a series of vents to get across the lava pits.

8. The next room has an Ikana Assassin as a mini-boss. Lock onto him and jump back when he swings. Use the time when he is confused to stab him. Winning this fight will earn you the **Light Arrow** ability for your bow.

9. This room will have a narrow

bridge and a giant bug wearing a helmet. Use your Hookshot to get the mask away from it, then go ahead and nail the beastie.

10. There's an Eyegore who is blocking the way forward. Lure it into attacking you, then shoot it in the eye when it turns yellow. It will only take about five hits to kill. The doorway it was guarding will exit out to the main chamber.

11. Use your newly obtained Light Arrows to blast the sun mark in the center of the room. Your business of the ordinary Stone Tower is now finished. Head outside and prepare for the second section.

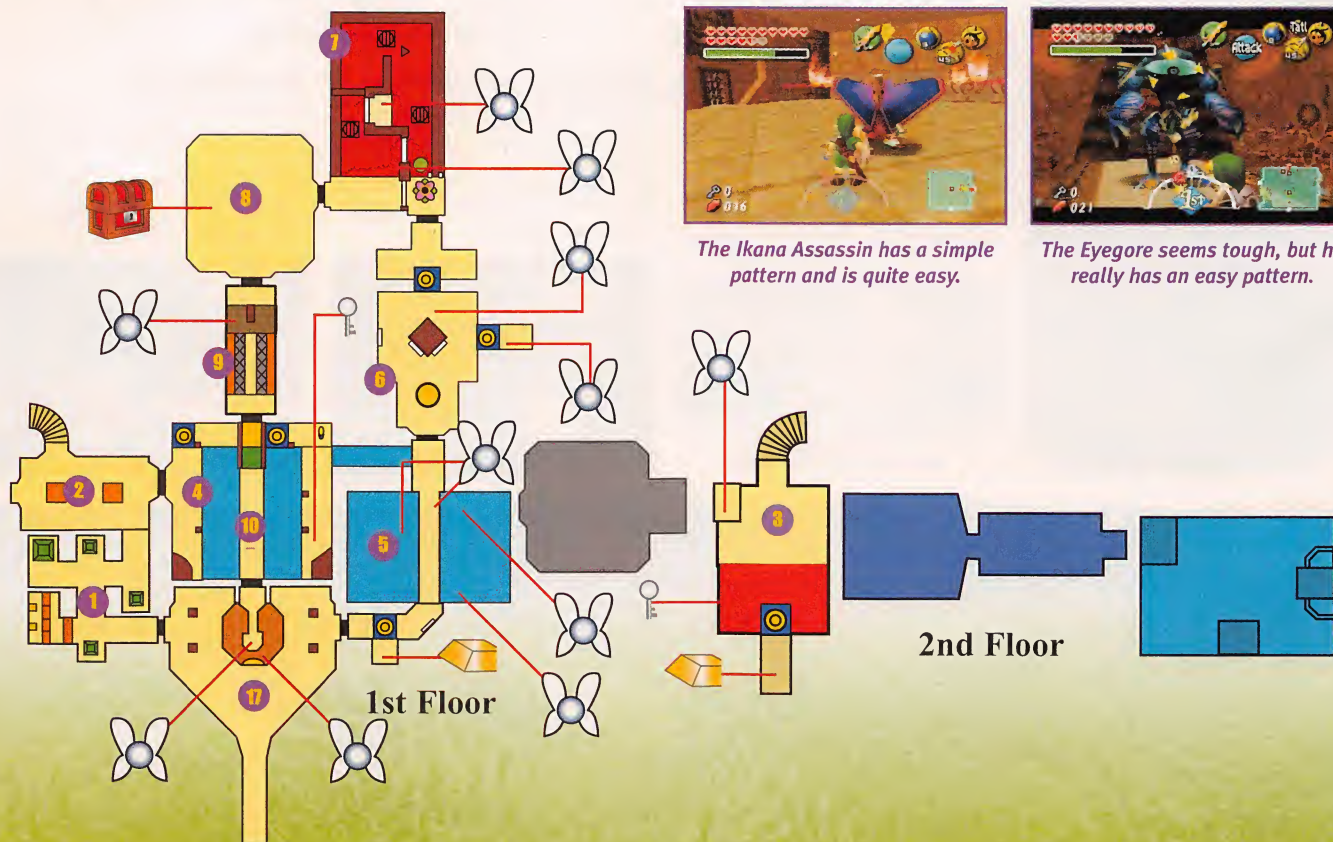
Note: In order to obtain all fairies, you will have to return here after completing the reversed Stone Tower.



The Ikana Assassin has a simple pattern and is quite easy.



The Eyegore seems tough, but he really has an easy pattern.

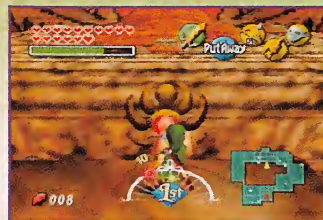




Stone Tower - Upside Down

Turning the World Upside Down

When it seems like there is nothing left to do, remember all of the chests and upside-down doorways. There are still a lot of things that need to be resolved to make Ikana a happy, fun place again, so head outside and aim your Light Arrows at the red switch on the temple. When you shoot it, the physics of the world will go completely bonkers. With the world rotated around, you now have a chance to enter a new version of Stone Tower. Remember all of the tricks that you've learned, because this is the toughest part of the game.



Shoot the switch with a single Light Arrow.

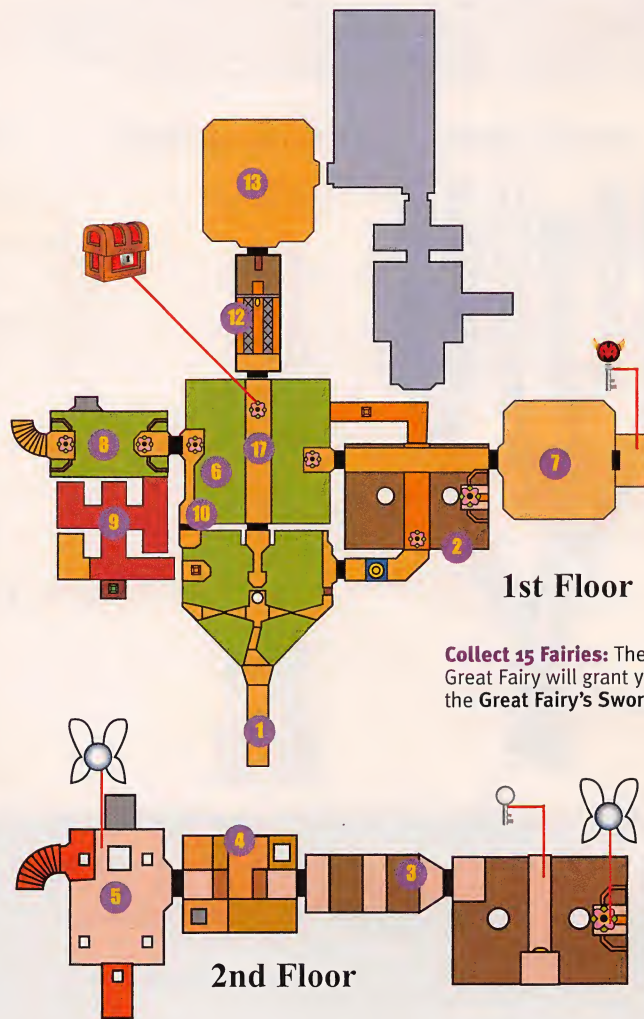


The world is all distorted now, so enter a whole new Stone Tower.

Solving the Dungeon

1. The first room has some narrow walkways, so tread carefully and make your way to the right.
2. You will come to a large room with flowers, so turn yourself into a Deku and launch yourself upwards. About midway up the height of the room is a small tunnel with a switch—trigger it and head back to the main room. Just across from you will be a chest with a **Key**. Unlock the door that's surrounded by mines near the top of the room to continue.
3. In the next room, shoot a Light Arrow at the switch. When the room rotates, turn into a Goron and cross the lava. Transform into Link and revert the room back to normal with another zap of the arrow.
4. In the next room, rotate the room around to move the block. The door will unlock when you press the block into the switch. If you get low on arrows or magic, you can kill the slimes that occasionally appear.
5. Your old pal, Wizrobe, is in the next room. Kill him off just like you did before. When he dies, a chest will appear. Use your Hookshot on it to exit the room.
6. Cross through the next room to the room with a big pit and mines hanging from the left side of the screen. You need to shoot something into the mines to get them to blow up (try to get them to hit each other). Next, hover to the platform where they were and you will find another flower that will help you cross to the next area.

7. A new mini-boss awaits. Quickly equip your Light Arrows and lock on to him. This assassin is swathed in bats, but if you hit him with a Light Arrow, they'll flutter away and make him vulnerable. Killing him will allow you to acquire the **Boss Key**.
8. Head back to the room where you saw the three Poes—to your left will be a small corridor you can reach if you use the nearby flower.
9. In the next section, press the switch to reveal a chest that contains a **Key**. Several Death Armos patrol the area, so be careful—dodge them and save up your magic and arrows for an upcoming battle.
10. Return to the room where you had to shoot the spiked mines. Instead of using the flower, turn to your right and walk through the doorway. You will find yourself in the main chamber again. Leap to where the Death Armos is, kill it and press the switch. Hookshot to the chest that appears and you will be taken to the start of the dungeon. Hookshot to another chest in the ceiling to reach a whole new platform. Unlock the door at the top and move on...
11. Another Eyegore awaits you. This one is a little tough, but you'll defeat it the same as the other one. Killing it will earn you the **Giant's Mask**.
12. Hit the switch and Hookshot to the chest that appears. Grapple over the spikes. Use your Boss Key on the door on the other side.
13. Drop into the sand pit.



1st Floor

2nd Floor

Collect 15 Fairies: The Great Fairy will grant you the Great Fairy's Sword.



Twinmold Giant Masked Insect

Two giant centipedes are binding the evil to Ikana. To defeat them, you must attack their heads and tails. Wearing the Giant's Mask helps you cause the most damage, but you should realize that this uses up magic, (when you are about to run out of magic, try smashing some of those stone structures).

You will need to take off the mask to grab the magic bottles. Enjoy being a giant while you can, because this is the only time you will get to use this mask. Overall, this battle isn't too tough. As long as you keep moving, you won't have to deal with both centipedes at once.



Collect the Magic Jars while you are your normal size.



While you are a giant, you can kick some serious butt!



The Final Moments...



How to Reach the End

Wait for the end of Day Three for the door in the Clock Tower to open, then climb the stairs, find the Skull Kid and play the Oath to Order song. After a lengthy cinema, you will get transported to the moon. You will see a massive tree, on which the form of Skull Kid sits. There are also four kids playing. If you want to go to the final battle prepared, talk to the kids and play a game of hide and seek with each of them.

Odolwa Kid: Transform into a Deku and carefully navigate the flowers to reach the door on the far left.

Ghoat Kid: Getting across the pits in this section is surprisingly easy. Once you get up to speed, take your hands off of the Analog Stick. As long as you hit the chests dead-on, you'll bounce perfectly. Use the map below for the route.

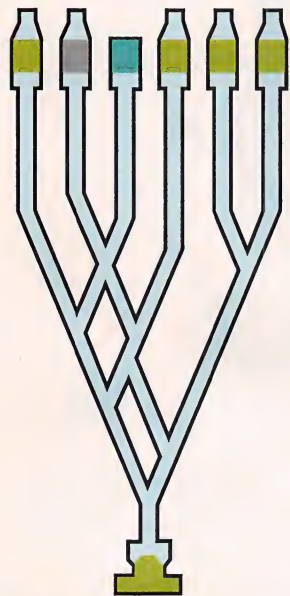
Gyorg Kid: Swim into the third section from the end via some tight corridors.

Twinmold Kid: Fight off some of the mini-bosses of the past. The tricky part will be two sections where you must blow up wall sections with carefully placed Bombchus. You'll have to stand back pretty far to get them to explode when you want them to.



If you want a real challenge, talk to Skull Kid right away. Each of the kids will require a set number of masks to be given.

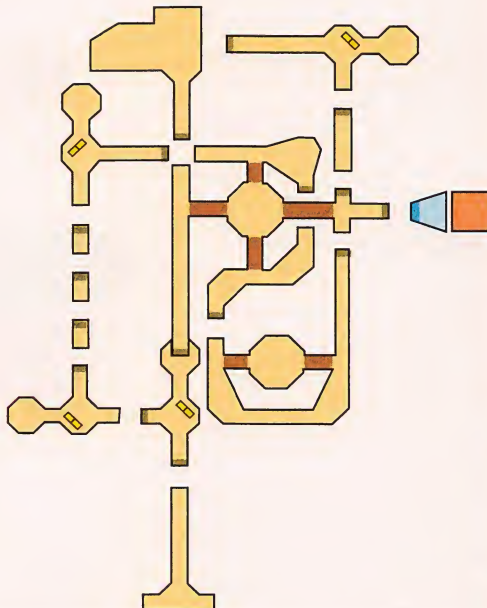
Gyorg Maze



Twinmold Maze



Ghoat Maze



Fierce Deity's Mask

If you have all 20 masks, you will be able to get the **Fierce Deity's Mask** from Skull Kid right before the final battle of the game (this mask increases your strength in boss fights, so it's worth spending the time to get all the masks). First, find the four kids that are running on the surface of the moon. Play their game of hide-and-seek, then agree to give them all 20 of your masks. Once you do, the kids will disappear. Next, find the Skull Kid and talk to him. He will give you the mask before you start the final battle.



Majora's Mask

You'll probably want to wear the Fierce Deity's Mask in order to make this boss battle a little easier (you also need it in order to earn the best ending). If you decide to try taking on Majora's Mask without the help of the most powerful mask in the game, we highly recommend that you stock up on Fairies and Arrows—you'll need them if you want a ghost of a chance.

Majora's Mask: The Mask will start floating around. Knock it out of the air and beat it when it is on the ground. Avoid the other masks that will start hovering around and concentrate on the boss. If they get too close, two or three hits are all that's need-

ed to get rid of them.

Majora's Incarnation: The second form of the last boss is a strange animal-like shape. It will dance and spin around the room, making attacks of opportunity difficult. If you attack it when it stops, you will be able to get in several hits. If you are in normal Link form, a Light Arrow works wonders for making it stop.

Majora's Wrath: The final form is a humanoid creature that flails with rope-like arms. Try to get in close and start slashing. It won't take too many hits to kill. If you are the normal Link, stunning Wrath with an arrow will give you an opening for an attack.



You will have to face five flying masks at once in this battle.



Try to pin Majora's Incarnation to a wall for an easy kill.



When Majora's Mask is on the ground, you can get multiple hits.



Get in close and swipe away with your sword.



Heart Location Checklist

Clock Town

- 1 Fly to the top of the Clock Tower.
- 2 Use the Bunny Mask to reach the Heart in the tree near the slide in the park.
- 3 Beat the Postman's mini-game by timing 10 seconds in your head.
- 4 Complete the Deku Scrub Playground mini-game for all three days in a row.
- 5 Complete the Expert Course at the Mighty Training Center. Use jumping stabs to win.
- 6 Save up 5,000 Rupees at the bank.
- 7 Wear the Keaton Mask and bother the grass in the park. Answer all of the Keaton's questions. *Note: This also works on the grass in the Milk Road area, too.*
- 8 Wear the Couple's Mask and talk to the Mayor.
- 9 Wear the Postman's Mask and check out a mailbox.
- 10 Transform into a Goron and play the game at the Treasure Chest Shop.
- 11 Win Cutie and Honey's game all three days.
- 12 Hit all 50 of the red Octoroks in the Town Shooting Gallery.
- 13 Wear Kamaro's Mask and talk to the two Dancers in West Clock Town at night.
- 14 Give a Letter or a Land Title Deed to the ??? that appears in the toilet inside of the Stock Pot Inn.
- 15 Wear the All-Night Mask and sit through Grandmother's stories.
- 16 Sit through the Grandmother's stories, but get one of the questions she asks wrong.

Termina Field

- 17 Enter the hole where you met Kamaro and defeat both Dodongos.
- 18 Bomb a rock near the entrance to the Bay. You'll need the Zora Mask to reach the Heart after you take out the beehives.
- 19 Look in the high grass near Milk Road for a hole. Kill the creature inside.
- 20 Use the Telescope to see the flying Deku Salesman, then meet him at his hole. Turn down his first offer, then buy the Piece for 100 Rupees.
- 21 There are a set of four caves with Gossip Stones. Play the same tune with with a specific form (barring Link) in all four caves.

Woodfall Swamp

- 22 If you give the Deku Plant the Land Title Deed, you can use his flower to get atop the Tourist Shop roof.
- 23 Climb to the top of the tree that is guarded by the bats.
- 24 Take a picture of the Deku King with the Pictograph and enter it into the competition.
- 25 Look at the end of the west gardens in Deku Palace.
- 26 Complete the Swamp Shooting Gallery for the second time.
- 27 Outside of Woodfall Temple, north of the Great Fairy's cave.
- 28 Play Koume's Boat Cruise game and nail at least 20 targets.

Snowhead Mountain

- 29 Give the Land Title Deed to the Deku in the Goron Village. Use this flower to reach a hidden ledge.
- 30 Collect all of the frogs while wearing Don Gero's Mask.
- 31 After the mountain thaws, search the lake in Zora form.
- 32 Use the Lens of Truth in the area where you rolled across pits in Goron form. Play the Scarecrow Song while standing on the furthest block and Hookshot your way to the heart.

Romani Ranch

- 33 Win at least 150 Rupees in the course of a day at the Dog Races.



Great Bay Coast & Zora Hall

- 34 Shoot the masks in the Seaside Spider House in the correct order to open up a secret passage.
- 35 Hit a trigger to open a gate that was barring the way to this chest in the Pirate's Fortress.
- 36 Collect five fish and feed them to the large fish in the research lab.
- 37 Reunite the Seahorses at Pinnacle Rock.
- 38 Kill the Like Like at the bottom of the Beaver's waterfall.
- 39 Trade the Title Deed to the Deku Plant in Mikau's Room. Use the flower to reach the Heart Piece.
- 40 Read Mikau's diary on the second floor of the drummer's room. Jam with the Guitarist, placing Mikau's notes after the other band member's. Next, stand in front of the band leader and play the two jam songs on the Ocarina of Time.
- 41 Beat the Fisherman's game. Play it after you have restored the Bay to its healthy state. He will be atop a stone near Pinnacle Rock.
- 42 Beat the Beavers again after earning the Bottle from them.
- 43 Play the Scarecrow Song while you're riding a bean sprout (found on the cliffs near the Pirate's Fortress). Hookshot your way to the Heart Piece.

Ikana Valley

- 44 Trade the Land Title Deed to the Deku Salesman and use the flower to hover to the Heart Piece.
- 45 Enter the graveyard on the second day while wearing the Captain's Hat. Have the skeletons unearth the grave. Use the Lens of Truth to find your way.
- 46 Use the flowers on the roof of the Ikana Castle to reach a heart atop a pillar.
- 47 Kill all the female Poes that are inside the house.
- 48 If you have at least 16 Hearts, you can enter the Secret Shrine, which can be found by jumping into the water by the Octoroks and swimming left. You'll need a light arrow to get inside. Beat all of the mini-bosses.

The Moon

- 49 In the area where you must transform into a Deku, hover to the platform on the far right.
- 50 In the area where you must transform into a Zora, swim down the far left passageway.
- 51 In the area where you must transform into a Goron, roll through the entire course.
- 52 Complete the last section of the mask challenges by shooting a Bombchu into the ceiling. The Heart Piece will be revealed.

Fierce Deity's Mask

Final Songs: You will obtain final true song, the Elegy of Emptiness in Ikana Castle. It will allow you to make duplicates of yourself and all of your forms.

The other two songs listed here are the whole songs that you will need to know when you jam with the Zora in the hall when attempting to get the heart piece.

Mikau's Song Pt.1



Mikau's Song Pt.2



Elegy of Emptiness



The Final Two Masks...



Giant's Mask

Where: Stone Tower

Used For: Wear this mask in the fight against Twin Mold and you will grow in size! It drains MP, though, so be careful.



Fierce Deity's Mask

Where: The Moon

Used For: Wear this mask in any room with a boss for some serious butt-kicking power. It drains MP while in use.



Help Fight Tooth Decay

by Frank Provo
mosaic@innocent.com

Shenmue is not your standard 3D role-playing game. Utilizing the revolutionary FREE (Full Reactive Eyes Entertainment) system, Shenmue features a unique mix of popular gameplay elements.

Through realistic weather, time passage and character interaction, the FREE quest system keeps the game's story flowing. Also, random Quick Timer Events (QTEs) periodically inject a touch of unexpected excitement. Filling things out, a number of mini-games, side quests and hobby elements truly make Shenmue a unique gaming experience.

The purpose of this guide is to give you, the player, the tips, tactics and hints you need to successfully wander through the sweeping city of Yokosuka. Reading this guide won't spoil the entire game for you; we were careful to reveal just enough to keep the experience pleasurable. Enjoy!

database

time to complete About 15 hours
challenge Easy
best item Old-school Saturn games
best advice Train every chance you get
also try Skies of Arcadia
system Dreamcast
publisher Sega
developer AM2



www.sega.com



A Saga Begins

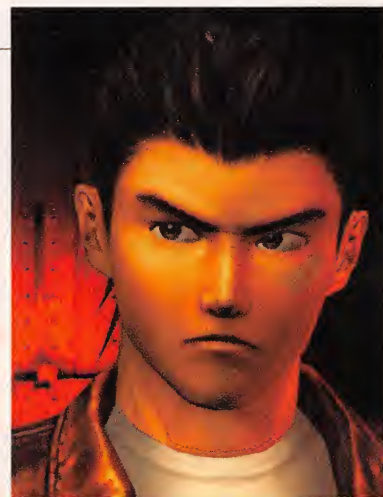
It was a blustery, snowy day—the 29th of November, 1986. To some Americans, this day marked the death of Cary Grant, a Hollywood icon. In Japan though, the date marked a particularly ominous time for a young man, **Ryo Hazuki**.

Ryo, son of martial arts master, Iwao Hazuki, was wandering home after a hard day at school when he spied a black sedan parked in front of the house.

Bolting into the Dojo, Ryo witnesses a scene that most children should never have to experience: his dad being attacked by a Chinese smuggler. Seeing his father in harm's way, Ryo

attempts to fend off the villain. He fails. His father is killed and the smuggler, who we later come to know as Lan Di, escapes with the Dragon Mirror.

Thus, Ryo's quest to hunt down his father's killer begins. So, too, begins Sega's masterpiece, Shenmue—Yu Suzuki's gift to the children of the 21st century.



Shenmue Passport



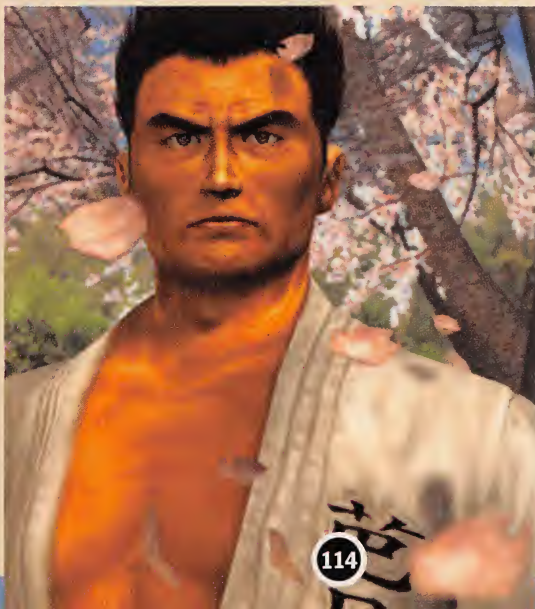
Shenmue's fourth disc, the Shenmue Passport, is actually the first disc you should explore. Even if you do not have internet access, the Passport disc provides an excellent set of tutorials to get you in the mood for Shenmue-1. The main menu has the following options.

Information

Seven characters provide explanations about various game features

- **Sha Hua:** Prologue, the intro movie, explains basic premise.
- **Ryo:** Training, move acquisition and the FREE Battle system.
- **Nozomi:** Mini games (compare your scores online).
- **Oishi:** The passage of time and seasons.
- **Mark:** Money, shopping, toy machines, etc.
- **Xiu Ying:** General controls and information about items, scrolls, the notebook and searching.
- **Chai:** Explains QTEs.

You can use the Analog Stick and L/R-Triggers to change lighting and camera position. Definitely listen to Xiu Ying, Ryo and Oishi's tutorials.





Music

- Play any of the 32 tracks of music that you've heard in the game.

Theater

- Play back all 40 interstitial cut scenes you've seen, including pre-release promos.

Passport

These eight options require internet access.

■ Urgent Messages

Get info on Shenmue online events and troubleshooting for downloads.

■ Shenmue World

See profiles of people you've met, sorted by Males, Females, Elderly, Children, Animals, etc. There are 337 UNIQUE PEOPLE, with a picture and bio of each.

Check profiles and histories of places you've visited. View all the moves you've learned.

■ Nozomi's Messages

When you're stuck, go here and Nozomi's will give you a hint.

■ Network Ranking

Compare your minigame scores (includes fork-lift races and 70-man battle).

■ Data Review

View more than 50 categories of game data, including total play time, cash, saves, idle time and more!

■ Everyone's Space

See a Yokosuka weather forecast.

View all the goodies you've collected.

Download new character bios/pics with winning cans. Exchange items you've collected.

Trade Gotcha-Gotcha toys for animal toys

■ Shenmue.com

Visit Sega's own Shenmue web site, www.shenmue.com

■ Online Manual

If you've lost your owner's manual, go here.



Tips

- Hold down L-Trigger to run.
- Game clock always runs, unless you hit START to Pause.
- The R-Trigger's zoom has a habit of locking on to important people/items.
- You rise at 8:30 a.m. and your curfew is 11:00 p.m.
- To meet curfew, you should be heading back from Dobuita by 10 p.m.
- Remember to keep track of the time displayed in the lower-right corner of the screen.

FREE Quest Mode

- Shenmue's FREE Quest Mode is the aspect of the game you'll likely spent 80-percent of your play time with. In FREE Quest Mode, you can knock on doors, examine objects, shop and interact with all of the game's population.
- Although Shenmue is fairly forgiving in terms of time, you have until April on the game's calendar to finish. Each time you get caught, you'll lose a day.
- The only area that does have a time limit is the Old Warehouses on disc 2—if you get caught too often, the game ends. Save often. Getting used to the basic and advanced control options is a definite must if you intend to get through the game quickly.



Controls

Normal

- Use the **D-pad** to walk.
- Use the **Analog Stick** to look around.

A	Interact with person or object
X	Notebook
Y	Inventory
B	Cancel/Back
L-Trigger	Run
R-Trigger	Zoom

Zoomed

- Use the **D-pad** to lock-on to objects.
- Use the **Analog Stick** to look around

A	Interact with person or object, purchase items
X	None
Y	Inventory
B	Unzoom
L-Trigger	None
R-Trigger	None

Within Inventory

- Use the **D-pad** to rotate objects.

A or X	Select object
A	Use object
Y	None
B	Back
L-Trigger	Zoom in
R-Trigger	Zoom out

Quick Timer Events

Shenmue contains a number of random, unanticipated events dubbed "Quick Timer Events." These QTEs involve tapping the proper button within a second of its appearance on screen. Other than the first QTE of the game, you get unlimited chances to correctly complete later QTEs. QTEs involve directions on the D-pad and the main A, B, X and Y buttons—the L/R-Triggers and Analog Stick are never used.



When

Day two or three
Searching for Sailors
Nighttime
Nighttime
Seeking Charlie
Day after meeting Charlie
First visit to harbor
After talking to Hisaka
Night
During meeting with Chen
Second visit to Asia Travel

Where

Entering Sakuragaoka
Talking to Shopkeepers
Entrance to Heartbeats Bar
Inside Heartbeats Bar
Tattoo Parlor
Sakuragaoka Pay Phone
Path right of harbor entrance
Near Warehouse #17
Old Warehouse District
Old Warehouse #8
Asia Travel

Solution

A
Left, A, B
B, A
B, A, B, A
Left, A
A
Left, A, B, A
Left, A, Left, A
Right
Left
Left, Right, Left, Right, Left, Right, A, Left, Left, Right, Right, A
A, Down, Left, Right
Right, Left, A - Left, Left, A - Right, Right, Right, Left, Right
B, A, B, A - A, B - Left, Down, A
Left, B, B, Left, A, Left, Left, Right, A, Right, Left or Right, Right
Right
Down, A, A, B

7 p.m.—first day at job
7 p.m.—third day at job

Alpha Trading Company
Near Harbor Cafeteria

Midday—fourth day at job
4 p.m.—fifth day at job

During Work, Wherever
Anywhere

After fighting Gui Zhang
After fighting Chai

Harbor
Harbor



FREE Battle

Shenmue's battle system is very reminiscent of Sega's *Virtua Fighter* series of games. If you've played them before, you'll already be well acclimated to the controls. If not, here's a basic rundown.

■ Unless you altered the controls in the options, FREE Battle control will go like this:

Analog Stick/D-pad	Movement
A	Kick
B	Throw
X	Punch
Y	Dodge
L-Trigger	8-Way Run

■ Just like *Virtua Fighter*, special moves can be executed with a variety of combined button presses. Certain techniques can also be chained together in what fighting game fans call "combos." If you dodge at the same time your opponent attacks, you may parry his attack. Dodging may also be combined with a directional press to better evade or approach your opponent.

■ Before you go to sleep at night, you may alter the next day's training regimen to focus on specific hand, leg or throw moves. You may also choose to keep the focus on learning all moves equally, such that you become a more well-rounded opponent. Shenmue

allows you to be as specific or as general as you like, and your choice of training focus will alter the visual appearance of Ryo's fighting style. Unless you're a glutton for punishment, keeping the focus on all moves is the best idea. However, for advanced fighting fans, set the focus to kicks and throws from time to time and you'll devastate the enemy.

■ A list of moves and combos appears below, but keep these tips in mind:

- Kicks fare better than punches.
- Throws are risky, but powerful.
- The more you practice, the stronger your moves become.



FREE Battle Moves

During your quest, you can acquire and train with a number of martial arts moves. Some of these are easily executed, requiring only a button press or two; others may require that you perform them while you're running, grappling, or evading an opponent. Experiment to unlock nearly all of the game's moves. If you're not huge on fighting games, don't worry—you can easily get by training up only a few basic kicks and throws.

Punches

Motion

X
Forward+**X**
Back+**X**
Forward, Forward+**X**
Back, Back+**X**
Forward, Back+**X**
Back, Forward+**X**
Back, Forward, Forward+**X**
Forward, Back, Back+**X**

Move Name

Tiger Knuckle
Pit Blow
Twist Knuckle
Elbow Assault
Upper Knuckle
Sleeve Strike
Rain Thrust
Twin Blades
Rising Flash

Action

Punch
Elbow or Double Punches
Hooking Punch
Dashing Elbow
Uppercut
Haymaker Punch
Mid-Punch
Double Karate Chop
Strong Uppercut

Kicks

A
Forward+**A**
Back+**A**
Forward, Forward+**A**
Back, Back+**A**
Forward, Back+**A**
Back, Forward+**A**

Crescent Kick
Trample Kick
Swallow Dive
Against Cascade
Surplice Slash
Thunder Kick
Hold Against Leg

High Roundhouse
Front Thrust Kick
Foot Check, later Axe Kick
Knee Thrust or Tornado Kick
Double Axe Kick
Kick, then Axe Kick
Side Thrust Kick

Throws

B
Forward+**B**
Back+**B**
Forward, Forward+**B**
Back, Back+**B**
Forward, Back+**B**
Back, Forward+**B**
Back, Forward, Forward, **B**, **B**
Forward, Back, Back+**B**
Forward+**Y**+**B**, **X**

Overthrow
Sweep Throw
Vortex Throw
Mist Reaper
Demon Drop
Shoulder Buster
Tengu Drop
Stab Armor
Arm Break Fire
Shadow Blade

Throw
Grapple Throw
Falling Throw
Shoulder Throw
Grapple Kick
Grapple Punch
Grapple Punch
Leaping Throw
Grapple Elbow
Dodge behind Opponent's Elbow

Body

X+**A**
Forward+**X**+**A**
Back+**X**+**A**
Forward, Forward+**X**+**A**
Back, Back+**X**+**A**
Forward, Back+**X**+**A**
Back, Forward+**X**+**A**

Big Wheel
Twin Hand Waves
Backfist Willow
Avalanche Lance
Katana Mist
Brutal Tiger
Dark Moon

Diving Haymaker Punch
Double Palm Strike
Spinning Punch
Dashing Elbow
SlashStrong Chop
Spinning Roundhouse
Somersault Kick

Counters

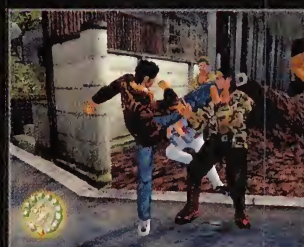
B, any button
Back+**X**, **A**, **X**
Y, any button

Grabs attacker, then punches or kicks back
Grabs attacker's hand, trips, then finishes
Parry attacker's strike, then attack

Selected Combinations

X, **X**, **X**, **X**, **X**, **X**, **X**, **X**
X, **X**, Forward+**X**, **X** or **A**
A, **A**, **A**
X, **A**, **A**, **A**

Punches, then elbows, then a finish
Two punches, an elbow and a finish
Three kicks
Punch and three kicks



Tips

■ Try Throws from a distance to grab your opponent and inflict damage with follow up punches and kicks.

■ Use the L-Trigger to run and see what new attacks result. Don't forget to visit Bunkado Antiques in Dobuita to purchase moves not listed here!

Training

■ Four of the game's five areas offer a place to practice your training: The Hazuki Dojo, the park in Sakuragaoka, the parking lot in Dobuita and Warehouse #4 at the Harbor.



Minigames

There are a number of locations in Shenmue that feature skill games and games of chance. Below is a list of the games in question, where you'll find them and the general idea behind each.

Music

Boom Box: Tom's Hot Dog Cart

■ Listen to the cassettes you've collected.

Jukebox:

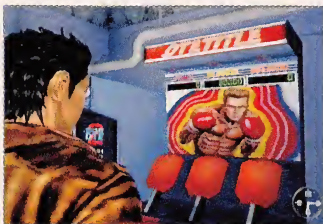
You Arcade: Harbor Lounge

■ Listen to tunes from Shenmue and other Sega games, such as Sonic and Hang-On.



Darts: You Arcade, Harbor Lounge

■ Ryo's hand will move back and forth, tap A to throw a dart.
■ Each game has three stages.
■ Obtain more than 300 points and you're a pro.



QTE Title: You Arcade

A QTE-based boxing game.

■ A panel moves forward and you have to hit X, A, or B to stop it.
■ Later rounds require multiple button presses.



Excite QTE: You Arcade

Another QTE-based game.

■ Directions and buttons appear on screen and you have to match them.



Space Harrier and Hang On: You Arcade (Win at Tomato Mart to play at Hazuki residence)

■ In Space Harrier you guide your man across the screen while shooting down enemies.

■ Hang On is a motorbike game. Drive fast and don't spill out.

■ High scores from each may be posted to the internet via the Shenmue Passport disc.

Slot Machines: Slot House in Dobuita

■ Las Vegas-style one-armed bandits.

■ Purchase 20 coins for ¥100 and try your luck.

■ Machine #3 seems to pay out 50/50.



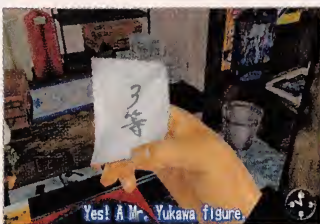
Lucky Draw: Abe Store or Tomato Mart, Harbor Lounge

■ Earn raffle draws by purchasing entertainment items or candy.

■ Winning cans from Jet Cola machines earn you a chance.

■ Each store has 5 levels of prizes, from radios and TVs to toys and trinkets.

■ The only way to collect ALL of the game's items is to participate.



Gotcha-Gotcha Machines: In front of Abe Store, Tomato Mart, Harbor Lounge and You Arcade

■ Pay ¥100 for a toy capsule.

■ Some toys can ONLY be found this way.

■ Mini slot machines, mini Gotcha Gotcha and mini jukeboxes can be traded on the Internet.

70-Man Battle: After you beat the game

■ Once you complete the game, you'll be able to participate in the game's final battle anytime.

Places

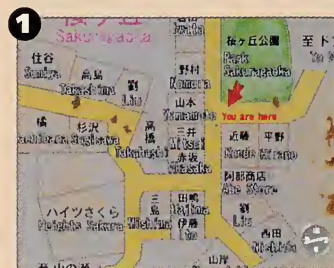
Shenmue has five main environments with which you may interact. Thanks to the FREE Quest system, you can talk to every pedestrian, knock on every door and visit every shop within each neighborhood. There is no single solution to Shenmue, so play your instincts and remember that exploration is the key to enjoying the game.

The Hazuki Residence

■ You begin the game at the Hazuki residence. There's a main house and a Dojo around the back. As a former temple, the main house sports classic Japanese sliding doors, and the grounds offer beautiful foliage and a serene pond. You should spend your first day exploring this area, as it's the one you'll return to every day of the game. Don't forget to check out the Sega Saturn in the living area!

Yamanose

■ Yamanose is a small neighborhood next to Sakuragaoka. Other than two apartment complexes and the Fox Shrine, there's not much here. You should visit the Fox Shrine periodically to check up on Megumi's kitten...



Sakuragaoka

1. You won't spend much time in Sakuragaoka, but you'll run through it enough. For major landmarks, take note of the phone booth location and Abe Store.

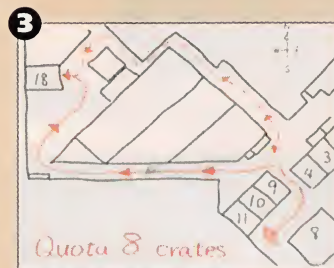
■ The park offers an excellent place to practice. Although subtle, the path to Dobuita that runs past Yamagishi's house is a great shortcut later in the game, as it dumps you out right near You Arcade.



Dobuita

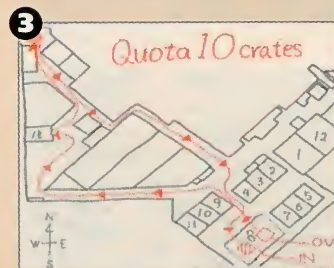
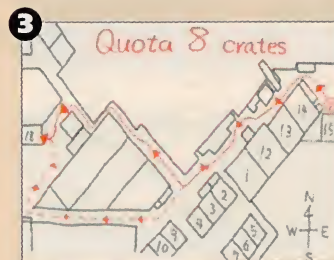
2. Dobuita will be the place you spend most of the game exploring. Memorize the shop locations as best you can, especially Aida Florist, Ajiichi Restaurant and You Arcade.

■ Considering the importance of this locale, you may want to "waste" two game days acclimating yourself to the layout, talking to people, and getting used to Dobuita. Shenmue has a fairly forgiving upper time limit, so wasting time isn't necessarily a bad thing.



New Yokosuka Harbor

3. New Yokosuka Harbor feels like a real pain at first, but the game's storyline takes you through each piece of it little by little. If you memorize the locations of Warehouses #8, #17 and #18, as well as the Harbor Lounge, you'll do just fine. Keep in mind that you need to catch the bus by 10 p.m. to have any chance of getting home on time.





Maxi Games

At certain times during the game, Shenmue will call upon you to drive a forklift or a motorcycle. Here's some information on how to maximize your success in those endeavors.



Forklift Driving

Disc 3 places major emphasis on forklift driving. Other than the fact that boxes should always be placed within the white lines, here's what you need to know:

Forklift Racing

D-pad	Steer
Up	Horn
R	Accelerate
L	Reverse
B	Change view behind or inside
A	Raise/Lower Lift
X	Map



During the five-day period you have a job at the Harbor, Shenmue has you warm up for a hard day's work with a forklift race.

■ You'll race three laps around a circuit that goes from Warehouse #18, behind Warehouse #8 and back through the Harbor side street.

■ You'll win forklift toy prizes based on how you finish. If you intend to collect all of the game's items, you must finish in each of five possible places.

NOTE: Forklift racing has the same controls as forklift driving, except the lift doesn't do anything.



Motorcycle Riding

One of the final tasks in Shenmue calls for Ryo to ride a motorcycle from Sakuragaoka to New Yokosuka Harbor in under two minutes.

■ While controlling the bike is merely a case of Analog steering and using the Triggers for acceleration, there is one strategy to keep in mind: *Do not, under any circumstances, touch the guard rails.*

■ Stall out more than three times and you'll never make it in time.

Forklift Tips

- Take the inside corner during wide turns.
- If opponents bunch up, let them be.
- Collisions will bring you to a stop.
- There are really only three good places to pass: the second wide turn, inside the building support in front of Warehouse #8, and the home stretch.
- Remember to power-slide.
- Don't take the inside route on tight turns.
- Watch the competitor's racing line.



Things

Items

Although this section doesn't cover all of the items you can acquire (we'll leave some of the cooler ones up to you to find), this list ought to prove useful as a reference as you play.

Name	Location	Cost/Requirement
Cassette Player	Ryo's table	
Matchbox	Altar Room or Shops	¥50
Candles	Altar Room or Shops	¥90
AA/C Batteries	Hazuki House or Shops	¥150
Flashlight	Hazuki House, Warehouse or Shops	NO!
Milk	Refrigerator	
Winning Can	Jet Cola Machines	¥100
Dried	Stores	¥300
Canned Tuna	Stores	¥180
Sliced Fish	Stores	¥500
Chips	Stores	¥120
Chocolate	Stores	¥120
Caramel	Stores	¥120
Space Harrier	4th prize in Dobuita Tomato Mart	
Hang On	4th prize in Dobuita Tomato Mart	
Old Key	Hazuki Residence	
Sword	Hazuki Dojo	Use Old Key
Mystery Scroll	Hazuki Dojo	Examine stool
Handguard	Bunkado Antiques	Plot Progression
Battle Moves	Bunkado Antiques	¥500 - ¥5,000
Old Leaf	Dojo Basement	
Boat Ticket	Asia Travel - Dobuita	¥69,000

Cassettes

There are 14 cassettes with selections from the game's soundtrack, as well as a few original works. Also, buying tapes unlocks music on the Passport disc.

Cassette Name	Location	Cost
Shenmue	On Ryo's table	
Shenhua	Inside Ryo's table.	
Hip de Hop	Dobuita Tomato Mart	¥300
Heartbeats	Dobuita Tomato Mart	¥300
Like a Feeling	Dobuita Tomato Mart	¥300
Feel Tired Song	Dobuita Tomato Mart	¥300
Strong	Harbor Lounge	¥300
Liquor	Harbor Lounge	¥300
Destiny	Harbor Lounge	¥300
Boz Nov	Harbor Lounge	¥300
Y.A.D.A	Harbor Lounge	¥300
Yokosuka Blues	Harbor Lounge	¥300
Linda	Harbor Lounge	¥300
GoGo	Harbor Lounge	¥300
MS Shower	3rd prize draw	
Hang On	3rd prize draw	
Space Harrier	3rd prize draw	
FT Off	3rd prize draw	



Sonic the Hedgehog toys, Virtua Fighter toys, Vehicle toys and other trinkets

- Try the Gotcha-Gotcha machines.
- Win 5th prize in lucky draw.
- Rarest items can only be won at the Abe Store in Sakuragaoka.





People



Ryo Hazuki

Importance: The Main Character! Avenge Hazuki-sensei's murder.

Location(s): Right smack in the middle of the screen.

Information: Remember, X for Notebook and Y for Inventory; practice and save your game often.



Tom Johnson

Importance: Chatty hot dog vendor. A major source of clues late in the game...

Location(s): Dobuita, across from Global Travel; New Yokosuka Harbor.

Information: Play tapes you purchase in his boom box; checks travel agent for information about Chinese people; teaches you Tornado Kick, a leg move.



Old Homeless Man

Importance: He serves as your mentor late in the game.

Location: New Yokosuka Harbor, next to Harbor Lounge.

Information: Gives you a map of the Old Warehouse district. Teaches you Shadow Step, a throw move (there are two separate lessons for this move).



Lan Di

Importance: Chinese gangster and murderer who killed your father.

Location(s): Appears randomly. **Information:** Stole the Dragon Mirror and killed your father—he's not a nice man.



Tao-san

Importance: Knows history of Chinese immigration to Japan.

Location: Dobuita, in the Ajjiichi Chinese Restaurant.

Information: Explains what the Three Blades are. Tells you that Nagai Industries is involved with the Japanese mafia. Mentions the bus stop in front of the tobacco shop.



Hisaka

Importance: Runs harbor Lunch Box stand, which makes an excellent landmark.

Location(s): New Yokosuka Harbor at the main intersection within the harbor district.

Information: Gets you into the Old Warehouse district.



Ine Hayata

Importance: Hazuki family housekeeper.

Location: Hazuki residence. **Information:** Ryo's surrogate mother. She'll give you ¥500 each day.



Liu & Liu Senior

Importance: Wise in the ways of Chinese cartels.

Location(s): Dobuita, in the Barber Shop (Liu); Dobuita, in Suzume Park (Liu Senior).

Information: Knows about Lan Di and the Chinese mafia. Scolds you for being late...



Master Chen

Importance: Mafia leader.

Bound by a promise to help Ryo.

Location(s): Yokosuka Harbor in Old Warehouse #8 (by appointment only).

Information: Reveals information about Lan Di's organization. Teaches you a throw move, the Swallow Flip.



Fukuhara

Importance: Live-in student at Hazuki Dojo.

Location: Hazuki residence. **Information:** Shadow Reaper, a leg move, is hidden in his room; teaches you a hand move, Pit Blow; gives you ¥39,634 once you decide to go to Hong Kong.



Charlie

Importance: Member of the Mad Angels.

Location(s): Dobuita, in the Okayama Heights Tattoo Parlor; Sakuragaoka, in the Phone Booth; New Yokosuka Harbor, in the Cafeteria.

Information: Knows that Lan Di plans to leave Japan.



Gui Zhang Chen

Importance: Master Chen's son. Later serves as Ryo's Bodyguard.

Location(s): Yokosuka Harbor, in Old Warehouse #8 (Appointment Only).

Information: Helps you learn the Stab Armor and Swallow Dive moves. Translates Mysterious Scroll—"Your father studied in Hong Kong." Helps you in 70-man battle.



Yamagishi

Importance: Was almost run over by Lan Di's getaway car.

Location(s): Sakuragaoka, in the dwelling to the right of Abe Store. **Information:** Helps your search for Lan Di by directing you to Dobuita.



Xia Xiu Yu

Importance: Can translate Hazuki-sensei's letter.

Location(s): Dobuita, in the Russiya China Shop.

Information: The letter tells you to seek the aid of Master Chen and let's you know the password sequences to use on the phone. The phone number for Master Chen is #8: 61-5647.



Mark

Importance: Dock worker who supervises Ryo.

Location(s): New Yokosuka Harbor, usually near the Alpha Trading Company.

Information: Mark hates the Mad Angels and will give you information on their whereabouts.



Nozomi Harasaki

Importance: Ryo's love interest. **Location(s):** Dobuita, in the Aida Florist.

Information: Nozomi is always a good source to talk to for information about Dobuita.



Goro

Importance: Thug turned friend. Harbor informant.

Location(s): New Yokosuka Harbor, in the Harbor Entrance and Warehouse #12.

Information: Points you to New Warehouse #8; helps you get a job driving a forklift; "Talking about the Mad Angels gets you killed."



Choi

Importance: Allied with Lan Di. Toughest fighter in the game.

Location(s): Dobuita, in the You Arcade; New Yokosuka Harbor, randomly appears in the Warehouses.

Information: Too many spoilers to give away; practice up before your meeting with Jimmy at You Arcade; he's weakest against kicks.



The Walk-through

Although this walk-through is organized by days, these designations are more arbitrary than anything else. If you speed through the game and hit only the major plot points, you might be able to complete the game in 20 days. However, it will take much longer if you wish to collect all of the items and to experience the entirety of the game's rich story; go at your own pace. This walk-through contains all of the information necessary to complete the game, but there are a few surprises that we intentionally left unmentioned. Remember, this guide is just a guide—you don't have to follow it to the letter. Instead, refer back as need be. You'll get more enjoyment from the game that way.

Day 1 - December 3, 1986

■ Explore Your Room. Snag the Shenmue cassette, Sha Hua cassette, "picture of friends" and the cassette player.

■ Explore the entire Hazuki Residence. Snag the flashlight, C-size batteries, Hazuki family photo, Shadow Reaper scroll, box of matches, candles, mysterious key and the Twin Blades Scroll.

■ Enter the Dojo from its separate entrance around the back of the house. Talk to Fukuhara and he'll tell you about Lan Di and the battle.



Day 2 - December 4, 1986

■ Try to find the Sakuragaoka neighborhood. On the way there, you'll run into Megumi, who will introduce you to the "kitty cat."

■ Find Mishima and Kondo near the pay phone in Sakuragaoka and talk to them. They'll tell you to talk to Yamagishi at his dwelling, which is just before the wooded path by the Abe Store.



■ In the park, find Mayumi and Yuji and talk them. While you're in the park, you should visit the swing set to practice your moves (try every combination of A, B, X, Y and D-pad directions). You should practice until about 5 p.m.

■ Go back to Yamanose and talk to Megumi. In an FMV, you'll volunteer to help take care of the kitten she showed you earlier. You'll get to choose among four different names for it (there's no "right" name).

■ If there's time before you have to be in bed for the evening, get the Milk from the fridge and give it to the kitten. Otherwise, GO TO SLEEP.

Day 3 - December 5, 1986

■ To track down the black car you were told about yesterday, you'll have to go to Dobuita.

■ As you pass through Sakuragaoka on your way to Dobuita, you'll run into your first QTE (Hit A).



■ When you arrive in Dobuita, check out the map posted on the wall to your left (be sure to note the locations of the Aida Florist and Ajiichi Restaurant).

■ Talk to Nozomi in front of Aida Florist. She will tell you to talk to Tom, the Hot Dog rasta.

■ Find Tom in front of Hot Dog Truck and talk to him. He'll tell you to check for clues at the travel agency across the street.

■ Talk to the travel agent at Global Travel. He will say to check the Ajiichi Chinese Restaurant

■ At the Ajiichi Restaurant (it's the building with the green decorations), Tao-san will tell you about the "Three Blades," and suggests that you visit Liu the barber to find out more.

■ Find the Barber Shop and talk to Liu. Liu and his wife will tell you to visit Liu's father in Dobuita's park.

■ Liu senior will be sitting on a bench in the park. When you talk to him, he'll fill you in on the mafia and tell you to find out more from sailors.

■ Most of the shopkeepers in Dobuita can tell you where and when to find sailors. Ask around the various shops and eventually you will trigger a QTE (hit Left, A, B).

■ The sailors like to hang out at Heartbeats Bar, which you can find on one of the maps posted around town. Go there at 9 p.m. to experience a QTE (Hit B, A).

■ In Heartbeats Bar. Talk to sailors about chinese ships. Experience another QTE (Hit B,A,B,A). Barkeep will tell you about Charlie.

Day 4 - December 6, 1986

■ Head to Nagai Industries in Dobuita. On your way there, you'll get into fight near the pay phone Sakuragaoka.

■ If you stop by the Abe Store after your fight, the shopkeeper warn you about how the Yakuza hang out at Nagai Industries



■ You'll find Nagai industries just past the Water Dragon #2 Thrift Store. Look for a green door with a sun symbol above it. Nagai opens after 2PM.

■ If you're around the You Arcade at 4 p.m., you'll get into another fight with some sailors. If you win th fight, they'll suggest that you to go to the Tattoo Parlor to find more clues (they won't tell you how to get there, though).

■ Go to Yokosuka Bar (next to MJQ Jazz Bar) for hints on how to find the Tattoo Parlor (it's actually right across from the bar!)

■ Visit the Tattoo Parlor on the second floor of Okayama Heights between 5:00 p.m. and 11:00 p.m. The tattoo artist will tell you about Charlie and suggest that you come back the next day.



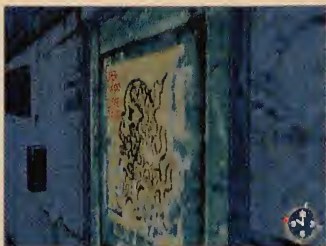
Day 5 - December 7, 1986

■ Practice with Fukuhara in the Dojo. Master Pit Blow!

■ You have to visit the Tattoo Parlor, but you can't go there until 5 p.m.

■ When you find Charlie sleeping in the back room, a QTE will happen (Hit Left, A).

■ Head back to the Dojo. Ine will give you the letter that came for your dad. It's in Chinese!



Day 6 - December 8, 1986

■ Head to Dobuita. On your way, in Sakuragaoka, you'll run into another fight. QTE! (hit A). The boy tells you to talk to other Chinese in the area.

■ Go to Ajiichi Restaurant.

■ In front of You Arcade, the kid you saved will say that his Grandmother (Xia Xiu Yu) can help you.

■ Talk to Xia Xiu Yu at the Russiya China Shop. She'll translate the letter for you.

■ Call Master Chen at 61-5647. When the person on the other line says "Father's Heaven," you should reply "Nine Dragons;" if he says "Mother's Earth," you should say "Comrades"

■ Track down Master Chen's location (Amihama) by using the phone number's area code. Use your phone book at home.

■ Find out where Amihama is by talking to the old ladies near the phone booth Sakuragaoka.

■ Head to Dobuita and talk to Tao-san.



Day 7 - December 9, 1986

■ Go to Dobuita so you can catch the bus to New Yokosuka Harbor.

** End of Disc 1 **

■ Once you get off the bus, walk down the sidewalk, turn left and go down the street. At the intersection, head right and you'll stumble upon a robbery in progress. QTE! (hit Left, A, B, A).

■ When you get to Warehouse #8, they won't let you in. Be resourceful—there's an open window around back. Create a set of stairs by pushing the crates around, then press A to climb.

■ Stay on the catwalk and walk around until you overhear a conversation that let's you know that there's another Warehouse #8.

■ Walk back the way you came, but go right at the intersection. You'll see an FMV of an old man getting kicked out of a warehouse. Offer to buy him a canned coffee at the Lunch Box stand.

■ From the Lunch Box stand, turn around and follow the water line to the Warehouse with the door labeled "Alpha Trading."



Day 8 - December 10, 1986

■ Go back to New Yokosuka Harbor and talk to Hisaka at the Lunch Box stand.

■ Turn left at the Lunch Box stand and keep going until a cinema starts. QTE (hit Left, A, Left, A).

■ Return to Hisaka, then make a delivery to the main gate of the Old Warehouse District.

■ Although the guards at the Old Warehouse District won't let you in, you'll learn that there's a shift change at 8 p.m.

■ At 8 p.m., go back to the Old Warehouse District entrance. The gate will be open, and you can walk right in (Hit Right during the QTE).

■ You have to be sneaky. Press A to hide against walls. If you get caught, you will waste one day (if you get caught five times, the Old Man you helped before will give you a map of the area).

■ The best route to take is: Wait until guard walks to the right, then head right at first intersection. Hide behind barrels and wait until guard does his small dip turn. When he walks forward again, run. Go left past support, then run straight. The door to Warehouse #8 is on the right!

■ Once you finally get inside Warehouse #8, inspect the plate on the left book case—this will trigger Master Chen and Gui Zhang to enter the area.



Day 9 - December 11, 1986

■ Start the day by talking to Ine and Fukuhara about the Phoenix Mirror you learned about last night.

■ Fukuhara will tell you that your father left "something" for you at Bunkado Antiques in Dobuita.

■ When you ask the proprietor of the antiques store about your package, you'll get the Sword Handguard (you can buy new moves here, too).

■ When you go past the phone booth in Sakuragaoka on your way home, you'll enter a FREE battle with Gui Zhang.

■ When you get home, enter the Dojo. Use the Mysterious Key that you got from Day One on long box to the right of the wall scrolls—inside this box is a sword.

■ Examine both wall scrolls, then insert the handguard into the left slot and the sword into the right slot—doing so will reveal a secret set of stairs.

■ You have to use your flashlight in order to progress down the stairs. Once you're in the basement area, place your candles in the candle holders along the walls and light them with your matches. Look in the mirror that's on the wall in front of the table. In the mirror, you'll see a talisman directly behind you on the table. Examine the floor to left side of table, then move the table. You'll realize that the wall is hollow, so use the Axe next to the door to smash through.

■ Obtain the Phoenix Mirror, then return to the house. Call Chen at 61-5647. He'll tell you to meet him at Warehouse #8.

■ At the Warehouse, Chai will try to steal the mirror. QTE (hit Left)!.





Day 10 - December 12, 1986

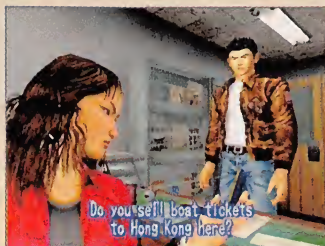
■ Talk to Fukuhara in his room to get some advice on how to get to Hong Kong.

■ Fukuhara suggests that you visit Global Travel. The travel agent will give you the Hong Kong Flyer.

■ You don't have enough money for trip to Hong Kong, so go hit Fukuhara for some cash—he'll give you ¥39,634.

■ Nozomi always seems to have innovative travel ideas... Why don't you go talk to her at the Aida Florist. She'll suggest that you travel by boat.

■ Go to the Asia Travel Company, which is on the corner before the bar district, kitty-corner from Funny Bear Burger. The trip costs ¥69,000.



Day 11 - December 13, 1986

■ When you wake up, you'll get a call from Jimmy at Asia Travel. He says to meet him at You Arcade at Noon.

■ Something's amiss at You Arcade. When you get there, Chai challenges you to a fight (this is the only FREE battle in the game where you only have one chance to win).



Day 12 - December 14, 1986

■ Get some ideas on who Chai is working for by talking to Nozomi at Aida Florist.

■ When you go to Asia Travel to sort things out, Jimmy will see you and try to run! QTE (hit Left, Right, Left, Right, Left, Right, A, Left, Left, Right, Right, A).



** End of Disc 2 **

■ Go to New Yokosuka Harbor and try to find a job. Talk to first guard you see—he says to visit the warehouse security and trading offices. Keep talking to the guards in the area until you're directed to Warehouse #18.

■ Get to Warehouse #18, then talk to the foreman—he'll tell you to talk to the delinquent (Goro) around Warehouse #12.

■ Warehouse #12 is next to the Lunch Box stand. Run just past it to find Goro. Make an appointment to meet Goro tomorrow in front of Warehouse #1.

Day 13 - December 15, 1986

■ You have a 12 noon appointment with Goro at Warehouse #1, which is the first building to left of Lunch Box stand.

■ Goro will tell you to meet with Yada-San at Alpha Trading at 2PM. When you get there, Yada-San hires you on the spot.

■ Be sure to have with your forklift training. When you're done, wander around and chat with dock workers—they'll tell you that the Mad Angels ride motorcycles here at night.

■ If you go back to Alpha Trading around 7 p.m., you'll find bikers terrorizing the old man. QTE (hit A, Down, Left, Right.)



Day 14 - December 16, 1986

■ For the next six days, you will automatically wake up and go to work.

■ Every day before work there's a forklift race you have to participate in (see Forklift guide). During the actual workday, use the time between 9AM and noon to help you acclimate to your route so you can kill your quota after your lunch.

■ You'll get into two fights with the Mad Angels today: one during your lunch, and one right after (throws work nicely here).

■ After you talk to Goro at the end of the day, wait around until 6 p.m. and Gui Zhang will teach you Swallow Dive. When you're done, wander around and ask everyone about Mad Angels.

■ If you wander past Warehouse #18, the Old Man will teach you the first lesson on Shadow Step (come back tomorrow to get the second lesson).

■ To learn Stab Armor and get information about the Mysterious Scroll, you'll have to keep bugging Chen and Gui Zhang with phone calls. Two phone calls earns you Stab Armor and the third fills you in on the Mysterious Scroll.



Day 15 - December 17, 1986

■ At work, you have to deliver Cargo to Warehouse #3.

■ The best way to get to Warehouse #3 is to take the zig-zag street that's used for forklift course, then go down the street right of the lunch counter. After eighth crate, you'll be get into a fight with the Mad Angels.

■ If you pass Warehouse #17 after work, you'll run into another FREE battle with the Mad Angels. This fight is pretty tough—use plenty of combos and throws. When you're done, run around and question everyone you see.





Day 16 - December 18, 1986

■ Deliver to Warehouse #18 again. The easiest route is to take street that leads to the harbor entrance, then hang a right.

■ At lunch, you'll be accosted by Nozomi and Eri. You'll have the choice of two pictures—pick the one on the left so Nozomi will get to keep the good one.



■ After lunch, you see an FMV that tells you that the Mad Angels hang out in the Harbor Cafeteria after dark. If you get there too early, go talk to the Old Man.

■ Once you're in the Harbor Cafeteria at the right time, prepare for a lengthy QTE (hit Right, Left, A—Left, Left, A—Right, Right, Right, Left, Left, Right).

■ After the QTE, fight the five henchmen first, then Charlie. Use kicks (the Run+Kick combo works well).

Day 17 - December 19, 1986

■ Today's deliveries go from Warehouse #15 to Warehouse #18. It's a long way, but you should know how to get there by now.



■ Shortly after your lunch break, the Mad Angels reveal some information about a deal that's about to go down. QTE (hit B, A, B, A—A, B—Left, Down, A).

■ After work, you might want to talk to Mark across from Alpha Trading to find out about the Long Zha.

■ If you go back to Warehouse #18, the Old Man will teach you Cross Charge.

Day 18 - December 20, 1986

■ Today you're relaying crates between Warehouse #8 and Warehouse #18.

■ Talk to the workers who sit around at lunch.

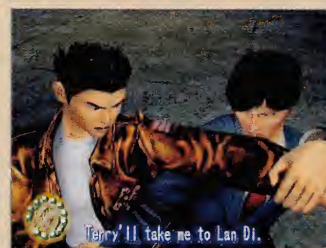
■ At 4 p.m., you'll be attacked just before you're ready to leave work. QTE (hit Left, B, B, Left, A, Left, Left, Right, A, Right, Left or Right, Right).



■ You'll automatically be taken to a meeting with Master Chen and Gui Zang. They'll tell you that Terry, the Mad Angels, Lan Di, and the Vienna Boys Choir want you dead.

Day 19 - December 21, 1986

■ You'll wake up in the middle of the night and head out for air. A Mad Angel calls and says meet him behind Warehouse #17 in less than four hours!



■ You need to get to bus stop by 3 a.m! Take the path to Dobuita that's to the right of the Abe Store. When you get to the bus stop, however, you find out that the busses have stopped running.

■ Visit Ono's Motorcycle shop in Dobuita. Ono doesn't have any bikes for you, so he'll send you to Naoyuki's house in Sakuragaoka. When you pass the Abe Store you'll see a motorcycle lying out in the open! Walk to the gate behind the bike.

■ You'll be driving a motorcycle to the harbor. Use brakes if need be. If you crash more than three times, you'll need to do it again. Once at the harbor you'll need to fight two waves of six guys each. Terry will force you to agree to fight Qui Zhang.

■ After you get to work in the morning, talk to the other forklift operators.

■ Between 11:30 a.m. and 2 p.m. you can go to Tom's, where he'll teach you the Tornado Kick.

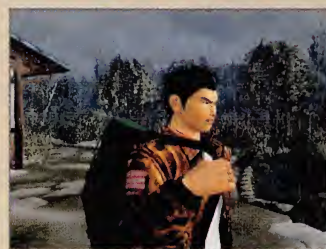
■ You'll automatically end up at Warehouse #9, where you'll fight Gui Zhang. After the fight, watch out for a sneaky QTE (hit Right).

■ Prepare for the fight of your life: Ryo and Gui Zhang vs. 70 thugs. Remember, idling and running replenishes life. Make forward progress from time to time. The final boss of the fight is a guy in a blue hat and leather clothing. Running/jump kicks and short kick combos are best.

■ After the 70-man fight, you'll end up in a warehouse, where you'll see Terry standing atop a pile of crates. QTE (hit A). Gui Zhang will ask Chen to help out with getting Ryo to Hong Kong.

Day 20 - December 22, 1986

■ Chen and Gui Zhang meet you at the harbor. Chen teaches you Swallow Flip.



■ Right after you've acknowledged to Gui Zhang that you've learned the move, Chai will initiate the final FREE battle. High attacks are mostly useless. The Forward+Punch+Kick move is excellent.

■ The Final QTE: Chai (Hit Down, A, A, B). Say goodbye to Chai.

Congratulations!

You've completed Shenmue, chapter 1.

Will Ryo achieve the
balance that will make him
a man of courage?



Let's Get Ready to Fumble!

by Kenneth Miller
kenneth_miller@ziffdavis.com

Although I'm not usually (never) a sports game fan, the Blitz series has always been the one exception to the rule. It throws out all those pesky "rules" that get in the way of the real meat of the game.

If you're looking for a simulation experience with player stats, elaborate play-calling and customization of your lineup, then look elsewhere. Blitz is for those players that just want to score touchdowns and crush a few spines along the way. Blitz 2001 is pretty much standard fare for the series, although there are a few small extras like the editors and party games (but they're nothing to get too excited about).

If you're ready for a football game that's actually got some action to it (unlike those preferred by a certain EIC—let's call him Lan Deahy), then let's stop this talking and hit the field.

database

time to complete **10 Minutes**
challenge **Moderate**
fumbles? **Yep**
more fumbles? **Sure**
best advice **Jump out of bounds to avoid fumbles**



also try **Blitz 2000**
system **Dreamcast**
publisher **Avalanche**
developer **Midway**
www.midway.com

PICKING TEAMS

■ Although the team you select doesn't have a major impact on your performance, it can make a slight difference. With so many teams to choose from, it's easy to select a team that has stats matching your play style. Don't ignore the defensive stats, though; you can usually make up for the offensive weaknesses on your own, but the CPU does most of the defense.

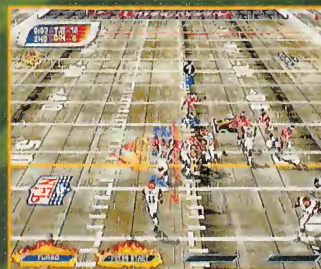


ON FIRE

■ If you manage to successfully pass to the same receiver on three subsequent plays, or in the much more likely event, you cause the opposing team to lose yardage on two subsequent plays, you'll be "on fire." When on fire, your Turbo never runs down and your ball carrier is a lot harder to tackle. You'll stay on fire until you lose the ball on a turnover (in other words, a fumble) or the opposing team gets a first down or scores. It's pretty easy to get on fire while on you're on defense by just sacking the QB twice in a row. Your defenders will often do it for you, even if you are covering receivers out in the field.

TURBO

■ Managing your Turbo carefully can mean the difference between that last-second game-winning skin-of-your-teeth touchdown and just another fumble. The most important thing to remember about Turbo is that after a fumble or interception recovery (when the screen freezes), your Turbo will still go down if you hold it. Make sure to release Turbo until you can actually move your player again. Also, remember that using Turbo along with jumping makes you jump a lot farther, so make sure to jump forward right as your Turbo runs out for one last boost.





FUMBLING

■ For some reason, there is an inordinate amount of fumbling in the game. Seemingly any play for any team can end in a fumble, regardless of whether the team is human-controlled or CPU-controlled. You never know when a play may become a fumble that results in your loss, so you can either gamble or try to play it safe. You can prevent most fumbles by staying near the sideline and jumping out of bounds right before you're hit.

RUSH 'N ATTACK

■ Of course, nearly every play can be used as a passing play, but many of the designated passing plays can be run as effective rushing plays as well. For example, the Sub Zero play sends one receiver back behind the line before he runs forward. You can pass to him, and if your other receivers are covered, simply run the ball from there.

■ The best play for this course of action is the QB Post (as popularized by XG's own Dave "Mad Dogg" Malec). You can manually direct your receiver behind the line before the play begins, and after you pass it to him, you can run the ball or pass again to an open receiver. The CPU very rarely manages to stop you from making a decent gain of yardage on this play.

IT'S ALL ABOUT THE D

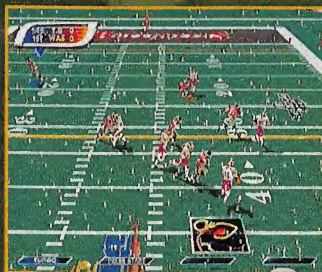
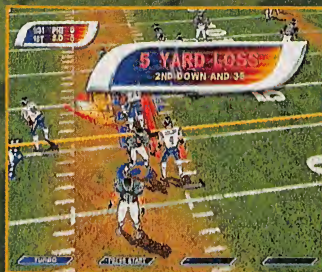
■ In nearly every case, the only defensive play you need ever pick is Safe Cover. This play is the most versatile as far as player control, and it covers all the receivers. What you choose to do with your controlled player is up to you, but there are two main techniques to use.

■ If you want to try to end the play quickly with a little more risk, hug the line of scrimmage until the play starts, then dart right for the QB. If you miss or he gets off a pass, however, your opponent will usually get a sizable gain.

■ The other possible plan is to hang out down-field and watch for open receivers. It's much safer than blitzing, since you can stop the play as soon as the pass is caught, but your opponent will usually get at least a small gain in yardage.

MORE FUMBLING

■ Did we mention the fumbling? For some reason, it seems to be easier to fumble early in the game than later on, and there are noticeably fewer fumbles in a two-player game. Our record for fumbles in one game against the CPU was 29, with four fumbles on one play.



VS THE CPU

■ When facing the CPU, certain plays (like the aforementioned QB Post) become particularly useful. Also, the CPU will pass on almost every play. In fact, it's so adamant on passing that if you cover its receivers well, it will often keep backing up until your own defenders sack the QB for a huge loss. The CPU's strength comes in its ability to ignore defenders whenever it pleases. If it's a few touch-downs behind, it will be nearly impossible for you to tackle the ball carrier. Try not to attempt a jump tackle from too far away on the CPU or it will usually time a perfect jump and gain another several yards.

VS A HUMAN

■ Human players tend to rush more often than the CPU and are more aggressive with their defense. It's harder to successfully pull off your own rushing play due to defensive pressure, but this makes it easy to use one of the rushing plays as a fake for some easy passing yards. The important thing to remember when playing against another person is to get the ball out of your QB's hands as quickly as possible to avoid the blitz.

BLITZ EDITORS

The editors in Blitz 2001 aren't all that robust, but they do offer a bit of extra playability. You can create a player (with limited control of his stats and appearance) that can be put on any team or you can modify the players of an existing team.



The one editor that has some variety to it is the Play Editor. You can actually set up a pretty elaborate play of your own design. However, even if you do create that perfect money play, who wants to use the same play every time?



PARTY GAMES

While they're really more mini-games than party games, these extras are an interesting departure from the basic gameplay. Just follow the on-screen directions, and if you're on offense, try not to fumble—you'll instantly lose (and sadly, we're not kidding).





Be Cool and Play Quake!

by Jim Mazurek

Jimmychops@flashcom.net

Yeah, yeah. Quake III is the best game in the world, I know. But did you ever think it could hold its own on a console? I sure didn't. To my surprise, Quake III on the DC plays extremely well in both single and multi-player games. The internet play is solid for 56K, and the frame rate is very consistent (albeit a bit low).

So here I am, playing Q3 on a DC—something I vowed I'd never do—and I'm actually having fun. But isn't that what it's all about anyhow? Fun? Or is it the competition? Or as of late, the money?

I'm no jimalty, that's for sure. But I do have fun blowing players to little giblets, picturing them slamming their mice in frustration. So c'mon, join the rest of us—be cool and play Quake!

Special thanks to: [xeno] Dy-Syng for letting me snap screens during a match

database

time to complete **One day**
challenge **Moderate**
we like it for **The replay value!**
it's all about **The competition**
c-ya on **East Teamplay.net**
also try **Playing "Paintball"**
system **Dreamcast**
publisher **Activision**
developer **ID Software**



www.sega.com

QUAKE III ARENA



Down to Basics

Avoid Predictability

Because it's so easy to fall into patterns and habits that will get you fragged, it just pays to do things a little on the wacky side. Try switching to an alternate weapon or moving erratically as a means to throw off your opponent. You'll develop your own strategies to remain unpredictable, which happens to be one of the key factors in separating the good players from the great.

Strafe-Jumping

Strafe-jumping not only makes you much harder to hit, it also lets you move faster from point A to point B. To do a set of Strafe Jumps, you'll need to hit Jump and Strafe at the same time as you move forward. The more of these you do in a row, the faster you'll get moving. If you're going to spend time learning one particular technique, by all means, learn this one!

The Armor & Health System

All forms of damage in Q3 will always distribute 2/3 to armor and 1/3 to health. In other words, if you have 100 health and 100 armor, a direct rocket blast will still take off 100 points of damage. But it will now be distributed as 66 points of damage to your armor, and 34 points of damage to your health. This ratio is the same for all weapons. Make a mental note of this, and be sure to turn the armor into one of your most sought-after items.

Rocket Jumping

Rocket Jumping isn't something you'll want to do in place of regular jumping, but you'll need to use it as a method of getting to otherwise inaccessible areas. To do a Rocket Jump correctly, you'll need to look straight down and hit a rocket blast right as you hit the Jump button. If done correctly, you'll fly far higher than a normal jump could ever take you. (Note: You'll suffer damage from this technique, which is why Rocket Jumps shouldn't replace your regular jumps).

Controlling the Level

One of the most effective tactics for playing a one-on-one is commonly called "controlling the level," where you hover around the best items on that specific map, whether it's a Red Armor, Rocket Launcher or Power-up. Your main objective should not only be to keep yourself stocked up on particular weapons and armor, but to keep those very same weapons OUT of the hands of your opponents. It's definitely an entirely different technique from camping, since you'll be moving from place to place instead of just sitting in a designated spot waiting for opponents to show themselves.



Re-Spawns

If only we had 3D rendered maps where we could point out each of the re-spawn points for each level in Q3—man, what a gem that would be. Without the maps, at least you can be aware that there are a certain number of re-spawns for each map. This is actually a bigger deal for TDM games than it is for FFA/1v1 games, although some of the smaller levels lend themselves quite well for some re-spawn fragging fun. Don't feel like you're "cheaping" your opponent, either. Everyone has had their own fair share of re-spawn frags—it's all part of the game!





Modes of Play

While it's true that every mode of Q3 gameplay revolves around fragging your opponent as a somewhat common goal, each mode also has a more specific set of strategies to help you reach that goal. This section will help you better understand those strategies for each mode of play.



• Free For All (FFA) [15-minute games]

Find the area with the most activity, then rack up frags without remorse. You have *nothing* else to worry about. There are no teammates, no trying to control items (because of the re-spawn times) and no penalties against dying. If the Quad is present on the map, make sure to time it well and get stacked before it appears. With Quad control, a Rocket Launcher and some armor, you will win.



• Tournament (1v1) [15-minute games]

The key to winning is controlling the map, or, more accurately, getting to the armor first. Most of the popular tournament maps have one or two pieces of armor that re-spawn once every 30 seconds. If you get the armor before the other guy, you're in the green; if he gets it, though, you're at a disadvantage. Although this sounds like a simple game of timing, it's actually much, much more. Because you and your opponent will be after the very same pieces of armor, the clashes in between the times

when the armor spawns will determine the outcome. Predictability, routes, movement while engaged, battle tactics and even sounds all play huge roles in determining who's the "masta fragga." If you can learn to time the armors and to mix in some aggressive gameplay, you'll pretty much have the whole 1v1 thing locked down. Of course, having ESP helps too.

• Team Deathmatch (TDM) [20-minute games]

First and foremost, your teammate should *always* be in the back of your mind. Make sure he's never without a weapon and that he's always full on health and armor. If he can't get frags and help you control an area, then what good is he? Also, don't hog all the weapons and items, because you get online, NO ONE likes a hog. Another thing to remember with team games is that two is always better than one. Sticking together and using tactics to double-team an opponent to push him or her into an unwanted area can make your game a heck of a lot easier. Don't turn a TDM into a FFA by not knowing how to work with others. 20 minutes is a long time for things to develop, so if the game isn't going your way for the first few minutes, don't give up. We've seen comebacks that we swear were the results of some crazy voodoo magic. You just never know with Q3—that's what makes it so great.



But Daddy, It Just Ain't Fair!

The next couple of items are only a few of the many advantages that PC players have to hold over you as a console player. Hopefully, we'll see these unfair advantages start to disappear as consoles become more and more advanced in the coming years.

The System Console

This is not a console as in gaming console, but rather a system console. It's basically a complex way for specific options to be turned on or off via command line, and it allows PC players to adjust every nuance of their gameplay. Having trouble with the way your weapon model takes up too much of your screen? Turn it off with a simple console command. Is the level not quite bright enough for you in those tight little corridors? Make it brighter with a special "fullbright" command. Boy, it sure would be nice to have an on-screen timer to help with item re-spawns, wouldn't it? You guessed it, simply turn it on with a console command.

FPS (Frames Per Second)

Although this game's FPS may be "totally playable" or "very good for a console," don't forget that you're going to go head-to-head with PC players online, and that there's really no comparison to the awesome power of a PC (no matter how good the console may be). Playing the DC version of Q3 is awesome, don't get us wrong, but when you put the DC's 25-40 FPS against a PC's 200 FPS in a game with 8 players, well... there's nothing that can describe it. The FPS affects accuracy, movement, control and physics. Simply put: The more you have, the better.

Text Binds

A text bind is something that PC players use to communicate with one another via assigned hotkeys on their keyboards. An example would be if the F1 key were bound to say the message "Weapon Here!" for use during a TDM event. Unfortunately, iD Software does NOT include any options for text binds in the DC version of Q3. C'mon! If they made the darn mouse and keyboard available, why not put in the option for text binds? Is there some sort of system limitation with the DC? If so, the DC isn't worth its weight in poop!



The Killer Setup

For those of you who are concerned about your controls, here's a good look at the way most veteran PC players have their setup. Of course, everything listed below is personal preference and is not meant to be the "absolute" control setup. Take this with a grain of salt, and best of all, find a setup that works best for YOU.

Our first recommendation is to ditch your silly control pad for the DC mouse and keyboard (M&K). There is just no comparison here. The M&K are vastly superior, and don't let anyone try and convince you otherwise. You'll need to set them up on something hard, preferably a desk or small coffee table. And get yourself a "competition" mouse pad, one from either Everglide or 3M. Either of these will give you the consistency and ease of movement that the standard table or desk cannot. You'll find these at any local electronics/PC warehouse near you for about \$10-12. Now that you've got the gear, it's time to step up to the plate and take control...

• Mouse

Left Mouse Button: Fire. Right Mouse Button: Run/Walk (toggle). Mouse Wheel: Switch weapons up/down. *Remember to keep your sensitivity on the low side, which will help you with landing those difficult Rail Gun shots. Higher sensitivity is good for RL aim, however.*

• Keyboard

W: Forward. S: Backward. A: Strafe left. D: Strafe right. C: Crouch. E: Rocket Launcher. Q: Gauntlet. X: Rail Gun. R: Lightning Gun. F: Shotgun. V: Plasma Gun. Spacebar: Jump. Shift: Use item. *You don't have to have your weapon keys assigned exactly we do, just place them near your movement controls so you may switch to any specific weapon when you need to. We can't stress how important it is to have a key assigned for every weapon in the game (less the BFG). It makes a big difference!*



I Need a Weapon!

Every weapon has its strengths and weaknesses, just as every weapon has its time and place. The more you play, the more you'll find ways to implement each weapon into any given situation. Always take things like range, speed, damage and even the skill/patterns of the opposing player into consideration when you're thinking about weapon tactics. Also, try to remember that Q3 isn't just a mindless blast-fest—it's a deeply strategic and tactical game by nature. And when all is said and done, it's better to have a gun and not need it than to need a gun and not have it. Right?

(Note: Certain guns have "unwanted" effect, such as distinctive sounds or colors, that make them more detectable by veteran players. These effects are noted next to each weapon by the Equipped Sound and Visibility stats, respectively).



Machine Gun

This hitscan weapon hits instantaneously from any distance, and deals out A LOT of damage. Use it in FFA or TDM matches to "pick up the scraps." Because of its high rate of fire, it's easy to get the final hit on a group of weakened opponents who have been dueling with one another in the center of the arena (easy frags). Don't be afraid to dish out major damage with a rail or rocket, then grab the frag by following up with 10-20 machine gun rounds afterward.

DEFAULT AMMO: 100
MAX AMMO: 200
RANGE: Infinite (pattern disperses)
RATE OF FIRE: Very High

SPEED OF PROJECTILE: Instant Hit
DIRECT DAMAGE: 7 (FFA), 5 (TDM)
SPLASH DAMAGE: N/A
VISIBILITY: Low (muzzle flash)
EQUIPPED SOUND: N/A



Plasma Gun

With an extremely high rate of fire and 20 points of damage for each ball, the Plasma Gun is a great room-clearer. Its only drawback is the fact that the projectiles are easy to dodge at medium to long ranges. Try to find alternate patterns of dispersal by using the infamous "S-pattern" or other techniques. The plasma balls are also very vibrant (visually), and can give your position away. And watch out for that self-inflicted splash damage!

DEFAULT AMMO: 50
MAX AMMO: 200
RANGE: Infinite
RATE OF FIRE: Very High
SPEED OF PROJECTILE: Moderate

DIRECT DAMAGE (PER SHOT): 20
SPLASH DAMAGE: 1-19
VISIBILITY: High (bright purple balls)
EQUIPPED SOUND: N/A



Rocket Launcher

If you're going to practice with a specific weapon, make sure to invest some time with the RL. Learn to how to use it, and how to take counter measures against it. Since it's not a hitscan weapon (the rockets are slow), a good player will learn to dodge and avoid rockets on a regular basis. Try shooting a rocket at your opponent's feet, so you bounce them up in the air—then hit them on their way down with a follow-up rocket for the frag.

DEFAULT AMMO: 10
MAX AMMO: 200
RANGE: Infinite
RATE OF FIRE: Moderate
SPEED OF PROJECTILE: Slow

DIRECT DAMAGE (PER SHOT): 100
SPLASH DAMAGE: 1-99
VISIBILITY: High (smoke trails)
EQUIPPED SOUND: N/A



Rail Gun

The Rail isn't just a sniper weapon; it can be almost as useful in a heated duel if your aim is good enough. One can argue that the Rail Gun takes the most practice of all weapons to master, but when you do, server domination against even expert-level players will be that much easier. Don't overlook weapon combos like the Rail/RL, or the Rail/LG. The initial hit from the Rail often throws the enemy back, giving you the time to switch to a different gun and follow up for the frag.

DEFAULT AMMO: 10
MAX AMMO: 200
RANGE: Infinite
RATE OF FIRE: Slow
SPEED OF PROJECTILE: Instant Hit

DIRECT DAMAGE (PER SHOT): 100
SPLASH DAMAGE: N/A
VISIBILITY: High (thin tracer beam)
EQUIPPED SOUND: Distinct "Hum"



Gauntlet

You'll need to be up close and personal for the Gauntlet to hit. It's tough to connect any follow-up hits unless you have your opponent pinned up against a wall, so be careful. The Gauntlet is especially useful when players are chasing you around a corner—just duck behind a wall, equip your Gauntlet and immediately run back around the corner to give them a little something to think about. This weapon should only be used as an absolute last resort.

DEFAULT AMMO: Unlimited
MAX AMMO: N/A
RANGE: In your face!
RATE OF FIRE: N/A
SPEED OF PROJECTILE: N/A

DIRECT DAMAGE (PER HIT): 50
SPLASH DAMAGE: N/A
VISIBILITY: N/A
EQUIPPED SOUND: N/A



Shotgun

This weapon can score one-shot kills on an un-armored man at close range and gives the word "street sweeper" a whole new meaning to large groups. To inflict the most damage, it's critical to get center-mass hits. You're less likely to far-away targets, though, so be sure to get in close. Some players like the Shotgun's ability to inflict instant hits while others despise its inconsistency. However you feel, you can't argue with 110 points of damage at point-blank range!

DEFAULT AMMO: 10
MAX AMMO: 200
RANGE: Infinite
RATE OF FIRE: Low
SPEED OF PROJECTILE: Instant Hit

DIRECT DAMAGE (UP-CLOSE): 110
SPLASH DAMAGE: N/A
VISIBILITY: Low (smoke/muzzle flash)
EQUIPPED SOUND: N/A



Grenade Launcher

The GL works wonders for defense. Its projectiles are more powerful than rockets, but their rate of fire is somewhat slow. Try lobbing grenades into a large lot of players during an FFA to accumulate splash damage on the whole crowd. Also, try using the GL when you're being pressed by an extremely aggressive opponent—he'll think twice about rushing after you make 'em eat one of these puppies...

DEFAULT AMMO: 10
MAX AMMO: 200
RANGE: 75-90 ft. maximum
RATE OF FIRE: Moderate
SPEED OF PROJECTILE: Very Slow

DIRECT DAMAGE (PER SHOT): 120
SPLASH DAMAGE: 1-119
VISIBILITY: Moderate (smoke trails)
EQUIPPED SOUND: N/A



Lightning Gun

The LG is a great follow-up weapon. Hit an opponent with a well-placed RL or Rail shot, then immediately switch to the LG to take care of his last few bits of health. If you have a great aim and are able to track on to players with ease, the LG is the gun for you. One cell from this gun will do eight points of damage, although the longer you keep it focused on the enemy, the more damage does. Be aware that it has a limited range, though.

DEFAULT AMMO: 100
MAX AMMO: 200
RANGE: 75 ft.
RATE OF FIRE: Constant
SPEED OF PROJECTILE: Instant Hit

DIRECT DAMAGE (PER CELL): 8
SPLASH DAMAGE: N/A
VISIBILITY: High (electric stream)
EQUIPPED SOUND: Electric buzzing



BFG10K

Much better than any of the BFGs from previous Quake (and Doom) games, the new and improved 10K is basically a cross between a Rocket Launcher and a Plasma Gun. The projectiles move quite fast and have the direct and splash damage of a rocket! Obviously, you can see that this is THE weapon of choice for dueling in the arenas, so make it a point to find one. We like to play levels without the BFG10K—it's just more fun without a weapon of such power.

DEFAULT AMMO: 20
MAX AMMO: 200
RANGE: Infinite
RATE OF FIRE: Fast
SPEED OF PROJECTILE: Very Fast

DIRECT DAMAGE (PER SHOT): 100
SPLASH DAMAGE: 1-99
VISIBILITY: High (bright blasts)
EQUIPPED SOUND: Low-Freq. Resonance



Power-Up!

This list is meant to clarify the different properties of the game's Power-Ups and to explain what roles they can play during Tournaments, FFA and TDM games. Remember that Power-Ups last for only 30 seconds (as noted by your timer on-screen). Holdable Power-Ups, on the other hand, can be held, then activated on command with the Use Item skill.



Battle Suit

This Power-Up makes you immune to all forms of splash damage. Because of this, your opponent will have to hit you directly with both rockets and plasma shots to damage you. If your opponent is a rocket-jockey, this can be a HUGE advantage for you. If you're good with rockets and can keep your opponents at short/medium range, this Power-Up should be a big help.

PRIMARY EFFECT: Invulnerability from splash damage.

VISIBLE EFFECT: Glowing gold shield around player.



Flight

The Flight Power-Up should be renamed to "Power-down." It's a novelty that's only used on one level, and frankly, we just don't understand the darned thing.

PRIMARY EFFECT: To make your player fly like an eagle.

VISIBLE EFFECT: Player trying to "walk" as he flies through the air.



Haste

Next to the Quad Damage, Haste is the best Power-Up in the game. It considerably increases your speed and firing rate so that even weak-sauce weapons like the Gauntlet can now dish out damage twice as fast! It's best coupled with weapons like the PG or MG, which already have a decent rate of fire at normal speed. Hasted, these weapons can cause fear in even the most skilled opponents.

PRIMARY EFFECT: Speeds up both rate of fire and player movement.

VISIBLE EFFECT: Smoking trail left behind players feet.

Invisibility

This Power-Up isn't so much about domination as it is about sneakiness. You can knock out a whole room full of players in a FFA with just one of these, but since you won't be completely invisible (a blurred image is still visible at close range), enemies may still home in on your position. Also, remember that your muzzle flash and projectiles will still be visible. If you mix and match other Power-Ups with Invisibility (like Quad or Regen), the effect will be completely visible. So yes, it's impossible to be Invisible with Quad Damage. D'oh!

PRIMARY EFFECT: Makes player nearly invisible.

VISIBLE EFFECT: "Predator"-like motion blur.



Regeneration

Regeneration grants between +5-15 health per second for 30 seconds. It still maxes out at 200 health (like the Mega Health), but it will keep you up there until the time expires. If you have more than 100 health, it will add 5 health per second. If you have less than 100 health, it adds 15 health per second. Use this to build the necessary power (and confidence) for a strike on your opponent's position. Regeneration causes a red flashing pulse that illuminates from the bearers body.

PRIMARY EFFECT: Slowly adds between 5-15 health per second.

VISIBLE EFFECT: Flashing red pulse as player gains health.



Quad Damage

The highly coveted Quad Damage reigns supreme in the world of Q3 Power-Ups. This wicked Power-Up takes control of FFAs quickly and can switch the flow of a TDM event in seconds flat.

When Bearing the Quad

- Although Rockets seem tempting, the self-inflicted splash damage can sometimes be too much for comfort. It takes a wide open map and some decent rocket control to deal death with Quad-RL.
- The Railgun also seems like a tempting weapon to use (300 damage, anyone?), but it's actually one of the worst. You don't want to be fiddling with the aim when you should be fragging.
- When you have a Quad in a FFA, you're basically one big glowing target. Be aware of this in wide open levels.
- The Quad Plasma Gun or Quad Lightning Gun, followed closely by the Quad-Shotgun or Quad-Machine Gun is a one-two punch that deals massive damage without being harmful in any way to the bearer.

When Playing Against Quad

- If your opponent picks up the Quad in a level where you can hide or camp, then by all means hide or camp! This is in no way cheap, and is actually recommended to keep the spawn frags down in a TDM match.
- Get armor! If you don't and the guy with the Quad has some, he'll be dealing out 9X more damage than you!

PRIMARY EFFECT: 3X damage for all weapons.

VISIBLE EFFECT: Glowing blue orb around player.

So You Wanna Be a Quaker?

Do you also want to be cool? Or l33t? Here's your guide to the silly-ass Quake terminology that's circulating the net. It's all part of the game we guess...

OWNED (a.k.a. o'nd)

To be "owned" in Q3 is the equivalent of losing by a large margin. Most people would simply refer to this as a blowout, or shutout.

l33T (leet, or "elite")

Where this started up, we don't know, but it's basically a way of writing one's name in Q3. If your Q3 name is Hoss and then you change it to h[3]SS, you are now officially "l33t."

GG (gee gee, or "good game")

It's considered sportsman-like to say something of this nature after playing a game of Q3. There are many incarnations, all of which mean the same thing.

The following terms are more gameplay specific. Often referred to as "binds" on the PC, these terms will help you to better understand the people you'll be playing with.

Go to RA!

"RA" stands for Red Armor, which in Quake 3 is usually the place to go during a Team Deathmatch. This phrase can be used loosely with any area on the map if you replace the abbreviation. The term "Go to YA!" would be "Go to Yellow Armor," and so on and so forth.

Secure!

This term can be used when a certain area of the map is safe for the rest of the team to rally at. On the DC, you should get into the habit of using this message when you and your teammate are separated from one another. It's a good way to find a meeting spot rather quickly.

Weapon Here!

This term is very common in TDMs, because weapons are the most important thing to have at all times. You can replace the word "weapon" with other items such as Red Armor, MegaHealth, etc.

Quad @ 45!

In TDM, the Quad Damage respawns once every two minutes. If the first Quad spawned at 00:45, the next one will appear at 02:45. Since the PC players have the luxury of having in-game timers, DC players are at a disadvantage—UNLESS they opt for a stopwatch to help them during their game. Yeah, it sounds goofy, but we can guarantee that you won't see a single professional-player without his or her timer on the screen.



Q3DM6: The Campgrounds

One of the most popular teamplay maps on PC is equally fun on the Dreamcast—even if you're limited to teams of only two players each. The level is fairly tight (size-wise), and it plays very fast. It's almost FFA-like, so you should expect to see a lot of spawn frags by an aggressive team.

Overall Strategy

Your number one priority should be to take control of the RA area. Besides the RA (in this very same area), there are gobs of health orbs and plenty of ammo packs to help keep you stacked.

In Theory

Let player #1 get the RA, go out and lay waste for 25 seconds, then return and pick up another piece of armor to repeat the process. In the meantime, player #2 should be keeping enemy players contained with the Rail, while also staying close enough to the Red Armor to help out should an emergency arise. It's as simple as it is effective, as long as you're able to adjust when the opposing team scores a frag.

Defensive Strategy

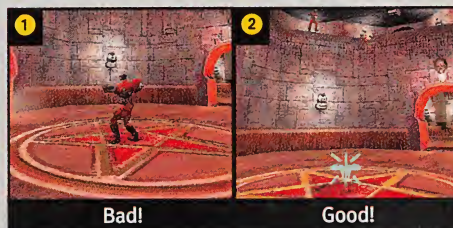
You really don't wanna get defensive on DM6—the map is far too compact to stay hidden for long. The best time to get defensive would be the moments preceding the Quad re-spawn, at which point you and your teammate should get stacked up on weapons and armor. Remember that the Quad re-spawns every two minutes, so you'll need to get in the habit of timing the process even if things aren't going your way. Don't always go for the obvious weapons like RL or Rail—it's far too predictable for freshly re-spawned players. Instead, grab a Plasma Gun or Shotgun in hopes of staying away from your stacked opponents.

Offensive Strategy

If you're 100/100 (with both health and armor), don't be afraid to play this map like an FFA. Run around looking for freshly re-spawned players, pumping rockets down corridors and basically doing whatever is necessary to maintain your aggressive style of gameplay. Aggressive play WILL win this map every single time.

QUAD ATTACKS

Don't attack the Quad by standing down in the middle when you expect it to appear. Instead, wait until it's about to spawn, then drop down from one of the ledges above.



KEY

Red Armor	25 Health	Rail Ammo	Quad Damage
Yellow Armor	+5 Health	R. Launcher	MGun Ammo
+5 Armor	Plasma Gun	R. Ammo	
Mega Health	Plasma Ammo	Shotgun	
50 Health	Rail Gun	Shotgun Ammo	



The Rail Gun ledge is a hot spot for freshly re-spawned players. Because it's so out of the way, it's often forgotten. Don't forget to keep your eyes on the floor below for intruders...



Camping the Red Armor is very effective tactic, but you're gonna have to fight for it. Get the RL, then have your teammate attack along with you.



If you're going to spend time on DM6, put in some practice by the Red Armor. There are five spots to access the area, so the Rail Gun is probably your best defense against intruders.



Yellow Armor is better than no armor. If you can't seem to get the RA, there's no shame in retreating to the YA for some backup. It also works as a great place to pick off unsuspecting opponents!



A smart team player will try to control valuable weapons like the RL or Rail. Just make sure he or she tells you when one is available! Smart weapon/item control will dominate this map every time.



Q3DM7: Temple of Retribution

Known simply as "the map to play" for TDM, DM7 is probably the most well balanced and team-oriented map that Q3 has to offer. There are four main areas, each houses a few key items and weapons. Play this map if you want to see what TDM should really feel like.

Overall Strategy

The strategy on DM7 is different from DM6, mainly because DM7 is much more area-based. The rooms are divided by clear-cut boundaries, and most of them are difficult to control with only two players. If you attempt to just roam the area in hopes of playing a FFA, you're most likely to get pounded. The easiest room to camp is clearly the RA area, especially with the Rail and Plasma Gun nearby. A smart team will camp the RA, stock up on Rails and Plasma while also making sure to time the MegaHealth through the lava warp below. If you can accomplish those simple tasks while maintaining a firm grasp on the Quad Damage, the level is yours.

Defensive Strategy

It's much easier to play DM7 on the defensive side than it is on the offensive one. This is mostly because it takes a good bit of time to get from one side of the map to the other, and by the time you get there, the threat might totally change positions. Regardless, your defensive strategy needs to stay flexible. If the opposing team is playing defensively by camping the RA, then you'll need to take your time and stock up for a Quad run to relinquish that control. Letting an opposing team sit on the RA for too long can be bad for your health, and frag count.

Offensive Strategy

The only way to really get offensive on DM7 with a two-on-two is to use the snowball effect. If you can get the opposing team in the position where they are repeatedly spawning without weapons or armor, then you and your teammate should make it first priority to split up and divide the level in half. Getting spawn kills is the easiest way to widen the score on any map, but with a skilled team on DM7, the possibility is even greater than most other maps.

In Theory

If player #1 covers the RA and MegaHealth, player #2 should cover the RL and the YA. Both players' zones will overlap in covering the Quad area. Just keep pushing the enemy around while gobbling up as many weapons and items as possible. Don't overlook your Quad timing!

STAY OFF THE JUMP-PADS!

Most veteran players will rail you as soon as you hit the jump-pad near the RA. Use the catwalk and back your way out.



TIME THAT MEGAHEALTH!

If the opposing team has a firm grasp on the RA, you'll need to counteract by timing the MegaHealth.



Fall back to the RA area and regroup every 20-25 seconds or so. This way, your team will remain in control of the RA itself, while also giving you a time and place to meet if your strategy should go sour.



The Railgun is devastating in the hands of even a moderately skilled player. Since it dishes out 100 points of damage, quickly switch to a follow-up weapon if you don't "gib" him on the first shot.



Get a firm grasp on the Quad re-spawns to really take control of the game. A team with Quad can pretty much force its way into any room on the map—and also get lots of frags while they're at it.



If you arrive late and see the Quad spawning, pull a suicide run to prevent the other team from getting it. All it takes is one good Quad run for the opposing team to be back in business.



If the outlook is grim, retreat to the RL area and get the most powerful weapon on the map. Stay back, get the YA and let the other team control the RA. Remember, patient players make the best TDM'ers.



Is That Your Final Answer?

by Henry LaPierre
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Still not finished with Final Fantasy IX? Playing through it for the second time? Whatever has made you look at this guide, we would guess that you're still engrossed in the game and would probably welcome some more useful information.

Last month we brought you our detailed walk-through, which covered the exploits of Zidane and his band of misfits as they tried to unravel the mysteries of the Mist Continent and beyond.

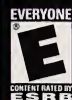
This month we're going to expand on that by providing you with several helpful lists that delve deeper into this epic "RPE"—role playing "experience."

So for answers to questions ranging from "Which Moogles can be found where?" to "What rare items can I steal from each of the bosses?" look no further than the next few pages.

database

time to complete 12-30 hours
challenge Moderate
best ability Auto-Regen
feared weapon Tent
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FINAL FANTASY IX

CHARACTER SPECIFIC ABILITIES

Last month we filled you in on the Support Abilities. This month we follow that up by explaining the effects and costs of the Character Specific Abilities.

Ability	Effect	MP Cost
Zidane: Skill		
Annoy	Causes Trouble to the target	4
Detect	See the enemy's stealable items	0
Flee	Escape from battle with high probability	0
Lucky Seven	Deals physical damage by luck	6
Sacrifice	Sacrifice yourself to restore HP and MP to the other party members	32
Soul Blade	Draws out the hidden power in thief swords	6
Thievery	Deals physical damage to the target	8
What's That!?	Allows back attack	2
Zidane: Dyne		
Free Energy	Deals physical damage to the enemy	10
Grand Lethal	Deals physical damage to all enemies	60
Meteo Twister	Deals physical damage to all enemies	32
Scoop Art	Deals physical damage to the enemy	14
Shift Break	Deals physical damage to all enemies	16
Solution 9	Deals physical damage to the enemy	48
Stellar Circle 5	Deals physical damage to the enemy	24
Tidal Flame	Deals physical damage to all enemies	12
Vivi: Black Magic		
Bio	Causes Non-elemental damage and Poison to single/multiple targets	18/20 *
Blizzaga	Causes big-time Ice damage to single/multiple targets	24 *
Blizzara	Causes a lot of Ice damage to single/multiple targets	12 *
Blizzard	Causes Ice damage to single/multiple targets	6 *
Break	Causes Petrify	18
Comet	Causes Non-elemental damage	16
Death	KOs the target	20
Demi	Amount of damage depends on the target's HP	18
Doomsday	Causes Shadow Damage to all targets	72 *
Drain	Drains HP from the target and transfers it to the spell caster	14
Fira	Causes a lot of Fire damage to single/multiple targets	12 *
Firaga	Causes big-time Fire damage to single/multiple targets	24 *
Fire	Causes Fire damage to single/multiple targets	6 *
Flare	Causes Non-elemental damage	40 *
Meteor	Causes Non-elemental damage to all enemies	42
Osmose	Absorbs MP from the target and transfers it to the spell caster	2
Poison	Causes Poison to single/multiple targets	8
Sleep	Puts single/multiple targets to sleep	10
Slow	Slows down ATB Gauge	6
Stop	Stops targets from taking any action	8
Thundaga	Causes big-time Thunder damage to single/multiple targets	24 *
Thundara	Causes a lot of Thunder damage to single/multiple targets	12 *
Thunder	Causes Fire damage to single/multiple targets	6 *
Water	Causes Water damage to single/multiple targets	22 *
Steiner: Sword Art		
Climhazzard	Causes Non-elemental damage to all enemies	32 *
Armor Break	Reduces the enemy's Defense	4
Charge!	Makes all party members "Attack"	10
Darkside	Reduces your HP to cause Shadow damage to the enemy	0
Lai Strike	Knocks out the target	16
Magic Break	Reduces the enemy's Magic	4
Mental Break	Reduces the enemy's Magic Defense	8
Minus Strike	Damages the difference from your max and current HP	8
Power Break	Reduces the enemy's Attack Power	8
Shock	Deals physical damage to the enemy	46 *
Stock Break	Causes Non-elemental damage to all enemies	26 *
Thunder Slash	Causes Thunder damage to the enemy	24 *



CHARACTER SPECIFIC ABILITIES

Ability	Effect	MP Cost
Garnet: White Magic		
Berserk	Causes single/multiple targets to attack uncontrollably	6
Blind	Causes Darkness, hinders accuracy of physical attacks	6
Confuse	Causes Confuse, which makes single/multiple targets erratic	8
Cura	Restores a lot of HP of single/multiple targets	10
Curaga	Restores big-time HP of single/multiple targets	22
Cure	Restores HP of single/multiple targets	6
Dispel	Removes abnormal status caused by magic attacks	16
Esuna	Removes various abnormal status effects	20
Float	Allows single/multiple targets to float in the air	6
Full-Life	Recover from KO with full HP	24
Haste	Speeds up ATB Gauge	8
Holy	Causes Holy damage	36
Jewel	Extracts Ore from a target	4
Life	Recover from KO	8
Might	Raises physical attack power	14
Mini	Makes single/multiple targets smaller	8
Panacea	Removes Venom and Poison	4
Protect	Reduces damage from physical attacks	6
Reflect	Reflects magic attacks back onto caster	6
Regen	Gradually restores HP	14
Scan	Scan enemy to determine HP, MP and weaknesses	4
Shell	Reduces damage from magic attacks	6
Silence	Causes Silence, disables magic in single/multiple targets	8
Stona	Removes Petrify and Gradual Petrify	8
Freyja: Dragon		
Cherry Blossom	Causes Non-elemental damage to all enemies	46
Dragon Breath	Reduces HP of all enemies	78
Dragon's Crest	Deals physical damage to the enemy	16
Lancer	Reduces the enemy's HP and MP	10
Luna	Causes Berserk to all targets	12
Reis's Wind	Casts Regen on all party members	12
Six Dragons	Calls forth a dragon to either heal or hurt	28
White Draw	Restores MP of all party members	36
Quina: Black Magic		
Angel's Snack	Uses Remedy on all party members	4
Aqua Breath	Causes Water damage to all enemies	14
Auto-Life	Casts Life when KO'd	14
Bad Breath	Causes Confuse, Darkness, Poison, Slow and Mini to the enemy	16
Doom	Casts Doom on the target	12
Earth Shake	Causes Earth damage to all enemies	20
Frog Drop	Amount of damage depends on number of frogs caught	10
Frost	Causes Freeze to the enemy	8
Goblin Punch	Causes Non-elemental damage to the enemy	4
Limit Glove	Causes Non-elemental damage to the target	10
LV3 Def-less	Reduces defense of enemies whose levels are multiples of 3	12
LV4 Holy	Causes Holy damage to enemies whose levels are multiples of 4	22
LV5 Death	KOs all enemies whose levels are multiples of 5	20
Magic Hammer	Reduces the enemy's MP	2
Matra Magic	Reduces the target's HP to 1	8
Mighty Guard	Casts Shell and Protect on all party members	64
Mustard Bomb	Causes Heat to the enemy	10
Night	Causes Sleep to all targets	14
Pumpkin Head	Damages the difference from your max and current HP	12
Roulette	Randomly KOs a target	18
Twister	Causes Wind damage to all enemies	22
Vanish	Makes a party member disappear	8
White Wind	Restores HP of all party members	14
1,000 Needles	Reduces the enemy's HP by 1,000	8
Amarant: Flair		
Aura	Casts Auto-Life and Regen on one party member	12
Chakra	Restores HP and MP of one party member	4
Countdown	Casts Doom on the enemy	16
Curse	Makes the enemy weak against some elemental property	12
Demi Shock	Amount of damage depends on the enemy's HP	20
No Mercy	Causes Non-elemental damage to the enemy	12
Revive	Recover from KO	20
Spare Change	Causes Non-elemental damage to the enemy by using Gil	0

* When Steiner and Vivi are in the party together, Steiner can use these abilities

CATCHING FROGS

Frogs	Items
2	Ore
5	Ether
9	Silk Robe
15	Elixir
23	Silver Fork
33	Bistro Fork
45	Battle Boots
99	Battle Master Quale to receive Gastro Fork

RAGTIME MOUSE

If you find the Ragtime Mouse (it resides in wooded areas) and properly answer its questions, you can earn a some extra Gil. Answer by choosing either "True" or "False." The mouse will then give you Gil in return for each correct answer, as well as keep track of your percentages.

Some locations the Ragtime Mouse has been known to inhabit:

Gunitas Basin
Lindblum Plateau
Bentini Heights
Lucid Plains
Pualei Plains
Alexandria Plateau

Rewards for correct answers in a row:

Question #1 = 1,000 Gil
Question #2 = 1,000 Gil
Question #3 = 1,000 Gil
Question #4 = 2,000 Gil
Question #5 = 2,000 Gil
Question #6 = 3,000 Gil
Question #7 = 3,000 Gil
Question #8 = 4,000 Gil
Question #9 = 4,000 Gil
Question #10 = 5,000 Gil

Some questions the Ragtime Mouse has been known to ask:

- The 15th Lindblum War started in 1600? - *False*
- Chocobo Forest is located between Lindblum and South Gate - *False*
- The Theater Ship Prima Vista was built in Artania Shipyards - *False*
- "I Want to Be Your Canary" was written by Lord Afon - *False*
- Lindblum Castle is larger than Alexandria Castle - *True*
- Lindblum's air cabs operate around the clock - *True*
- Some Mus are friendly and don't attack - *True*
- Berkmea Cable Cars have been running for eight years - *True*
- Fossil Roo is a tunnel that connects Trene and Alexandria - *False*
- Theater Ship Prima Vista uses Mist as its source of energy - *True*

MOOGLE LOCATIONS

In case you need to find a particular Moogle, for Mognet deliveries or otherwise, here's a list of where each Moogle can be found (listed in the basic order that you'll find them in the game).

Moogle	Location
Kupo	Puck's Moogle in Alexandria
Stiltzkin	Kupo's friend, travels to various locations with items for sale
Mosh	In Guardhouse of Alexandria Castle (later in the Chapel/Mognet Central)
Mosco	At Prima Vista crash site (later at Treno Arch)
Monty	At Moogle Spring in the Evil Forest (later at Pinnacle Rocks)
Moguo Moogle	World Map (press Square to use the Moogle's Flute)
Mois Gumo	In the Ice Cavern In the Dali Village Inn
Kumop	In the Underground area of Dali Village
Mogki	In the guest room of Lindblum Grand Castle (later in Fossil Roo)
Moodon	In the Lindblum Inn
Moonte	At Dragon's Gate in Lindblum
Mogster	In Qu's Marsh
Moggy Mene	In Qu's Marsh Master of Chocobo's Forest, Lagoon and Air Garden
Moguta	In Gizamaluke's Grotto
Mogmi	In Gizamaluke's Grotto
Grimo	At Bohden Station
Atla	In the Burmecia Vault
Mogrich	In Treno
Mochos	In Gargan Roo
Monev	In Cleyra Tree Trunk
Mopli	In the Cleyra Settlement
Serino	Onboard the air ship Red Rose
Kuppo	Hiding in the Fossil Roo Mining Site (use pick to free him)
Mogmatt	In Conde Petie Item Shop
Mogryo	In Black Mage Village
Suzuna	On Roots section of Mountain Path

ENEMY LOCATIONS

This list is grouped by the locations of the first appearance of each enemy (as found through normal game progression), but not the only. AP Points, while not shown on this list, are distributed by this easy formula: The bigger they are -- The more AP you get.

Enemy	HP	Exp	Gil	Dropped Items	Stolen Items
Prima Vista Theater Ship					
Baku	174-198	N/A	0	N/A	Potion, Wrist, Mage Masher
Alexandria (Play)					
Zenero	28	N/A	0	N/A	N/A
Benero	28	N/A	0	N/A	N/A
King Leo	182-186	N/A	0	N/A	N/A
Prima Vista Theater Ship					
Steiner	160-176	N/A	0	N/A	Silk Shirt, Leather Hat
Alexandria (Play)					
Steiner	160-176	N/A	0	N/A	N/A
Haagen	69 or less	N/A	0	N/A	N/A
Weimar	69 or less	N/A	0	N/A	N/A
Steiner	316 or less	N/A	0	N/A	N/A
Bomb	N/A	N/A	0	N/A	N/A
Evil Forest					
Goblin	33	23	88	Echo Screen, Potion	Potion
Fang	67-68	23	90	Eye Drops, Phoenix Down	Phoenix Down, Potion, Hi-Potion, ???
Prison Cage 1	535-549	N/A	N/A	N/A	N/A
Prison Cage 2	522-539	0	436	Eye Drops, Phoenix Down	Broadsword, Leather Wrist
Baku	198-222	N/A	N/A	N/A	Iron Sword, Hi-Potion
Dendrobium	172-176	39	99	Potion, Eye Drops	Tent, Eye Drops, Ore
Plant Brain*	453-464	0	468	Phoenix Down, Potion	Eye Drops, Iron Helm
Plant Spider	33-36	22	91	Potion, Eye Drops	Potion, Hi-Potion, Ore
* The Plant Brain's HP goes into effect as soon as Blank joins your party.					
Gunitas Basin					
Python	75	40	106	Phoenix Down	Potion, Ore, Hi-Potion, Phoenix Pinion
Mu	77	34	104	Echo Screen, Potion	Potion
Ragtime Mouse*	N/A	N/A	N/A	N/A	N/A
* Answer the Ragtime Mouse's questions correctly to earn Gil.					
Ice Cavern					
Wyerd*	129	45	116	Potion, Ether	Potion, Tent, Phoenix Down
Cave Imp	74	35	118	Phoenix Down, Ore	Potion, Phoenix Down
Flan	75	41	110	Potion, Phoenix Down	Potion, Ore
Black Waltz No.1	229-252	0	339	Hi-Potion, Phoenix Down	Silk Shirt, Remedy
Sealion	468-476	0	0	N/A	Mythril Dagger, Ether
* The HP noted for the Wyerd is "before" he attacks with "HP Switching".					
Nolrich Heights					
Carve Spider	123	48	124	Ore, Eye Drops	Ore, Tent, Potion
Mu (brown)*	N/A	0	0	N/A	N/A
* Give the brown Mu an Ore.					
Village of Dali					
Ghost	118	48	126	Echo Screen	Phoenix Pinion, Hi-Potion, Ore, Potion
Vice	129	48	128	Potion, Echo Screen	Potion, Echo Screen
Black Waltz No.2	1023-1032	0	441	Ether (2)	Leather Plate, Steeped Hat
Cargo Ship					
Black Waltz No.3	1128-1136	N/A	N/A	N/A	Silver Gloves, Linen Cuirass, Steeped Hat
Lindblum - Festival of the Hunt					
Mu	193-202	N/A	N/A	N/A	N/A
Trick Sparrow	191	N/A	N/A	N/A	Ore
Fang	203-220	N/A	N/A	N/A	N/A
Zaghnol	1548-1583	N/A	N/A	N/A	Needle Fork, Mythril Gloves
Lindblum Plateau					
Axe Beak	241	123	224	Echo Screen, Potion	Ether, Hi-Potion, Ore
Bomb	526	178	235	Hi-Potion, Potion, Phoenix Down	Ether, Hi-Potion, Ore
Eunorus Plains/Tuhanda Shores					
Ladybug	244	89	193	Potion, Tent	Phoenix Pinion, Hi-Potion, Tent, Eye Drops
Serpion	397	139	184	Eye Drops	Antidote
Hedgehog Pie	295	119	187	Phoenix Down	Phoenix Pinion, Hi-Potion, Ore
Qu's Marsh					
Gigan Toad A	242	139	292	Ore, Echo Screen	Phoenix Pinion, Hi-Potion, Tent, Potion
Gigan Toad B	297	178	288	Potion	Ore
Axolotl	211	106	236	Phoenix Down, Potion	Phoenix Pinion, Hi-Potion, Potion



ENEMY LOCATIONS

Enemy	HP	Exp	Gil	Dropped Items	Stolen Items
Lachenta Wetlands					
Clipper	80	190		Ore, Echo Screen	Hi-Potion, Ore
Gizamaluke's Grotto					
Hornet	293	89	194	Potion, Ether	Potion
Skeleton	400	104	209	Phoenix Down, Potion	Ether, Hi-Potion, Ore
Type A	391-399	115	199	Phoenix Down, Potion	Tent, Phoenix Down
Lamia	994	204	494	Phoenix Down, Potion	Phoenix Down, Ore
Gizamaluke	3135-3184	0	800	Tent	Ice Staff, Magus Hat, Elixir
Popos Heights					
Grand Dragon	13206	35208	2604	Ether, Phoenix Down	Rising Sun, Ether, Tent
Garuda (colored)*	N/A	0	0	Diamond	N/A
Garuda	3521	6933	1279	Phoenix Down, Ore	Phoenix Pinion, Ether, Hi-Potion, Ore
* Give the brightly colored Garuda a Lapis Lazuli.					
Daines-horse Basin					
Yeti	463	133	221	Potion, Eye Drops	Hi-Potion, Ore, Eye Drops
Lizard Man	589	173	218	Ore, Phoenix Down	Tent, Ore
Burmecia					
Magic Vice	297	213	239	Ether	Ether, Echo Screen
Ironite	889	577	269	Hi-Potion, Phoenix Down, Soft	Soft, Hi-Potion
Basilisk	346	167	233	Potion, Soft, Hi-Potion	Hi-Potion, Soft
Mimic*	298-324	320	777	Ether, Hi-Potion, Phoenix Down	Antidote, Hi-Potion
Beatrix**	N/A	N/A	N/A	N/A	Mythril Sword, Chain Plate, Phoenix Down
* The Mimic's HP will raise if he casts "Eat".					
** You must only survive a set number of rounds against Beatrix.					
Alexandria - South Gate - Treno Cable Car					
Black Waltz No.3	1291-1294	0	864	N/A	Steepled Hat, Lightning Staff, Flame Staff
Bentini Heights					
Ghost (dead)*	N/A	0	0	Hi-Potion	N/A
Trick Sparrow	191	65	198	Echo Screen	Ore
Mandragora	662	307	595	Tent, Potion	Tent, Echo Screen, Hi-Potion
* Give the dead Ghost an Ore.					
Treno					
Griffin	1470	N/A	0	Tonberry Card	
Gargan Roo					
Crawler	625	480	323	Ether, Ore	Antidote, Phoenix Down, Hi-Potion
Dragonfly	348	249	307	Ore, Echo Screen	Tent, Eye Drops
Ralvurahva*	N/A	N/A	N/A	N/A	Bone Wrist, Mythril Fork
* After a set amount of damage has been inflicted on the Ralvurahva, it will escape.					
Vube Desert					
Nymph	458	329	303	Potion, Annoyntment	Phoenix Pinion, Hi-Potion, Ore, Echo Screen
Sand Scorpion	526	400	315	Hi-Potion, Potion, Annoyntment	Ether, Antidote, Ore
Cleyra					
Sand Golem*	325-344	677	589	Potion, Annoyntment	Eye Drops
Core	1084-1094	0		Phoenix Down, Hi-Potion	Hi-Potion, Ore
Zuu	1107-1172	320	384	Potion, Phoenix Down, Ether	Phoenix Pinion, Hi-Potion, Ore, Potion
Carriion Worm	251-276	329	319	Eye Drops, Potion, Phoenix Down	Tent, Annoyntment
Antlion	3923-3946	0	1616	Ether, Annoyntment	Gold Helm, Mythril Vest, Annoyntment
Soldier	969-1026	400	311	Potion	Phoenix Pinion, Echo Screen, Phoenix Down, Potion
Type B	525-544	373	321	Potion, Remedy	Ether, Hi-Potion, Ore
Beatrix**	N/A	N/A	N/A	N/A	Ice Brand, Thunder Gloves, Phoenix Down
* You must destroy the Core or the Sand Golem will return to life.					
** You must only survive a set number of rounds against Beatrix.					
Alexandria Castle					
Soldier	455-462	357	292	Hi-Potion, Potion	Potion, Phoenix Down, Phoenix Pinion, Hi-Potion
Tantarian	21838-22734	3146	4472	Running Shoes	Demon's Mail, Silver Fork, Elixir, Ether
Zorn*	2975-2998	N/A	N/A	N/A	Stardust Rod, Partisan
Thorn*	2975-2998	N/A	N/A	N/A	Mythril Armlet, Mythril Armor
Beatrix**	N/A	N/A	N/A	N/A	Survival Vest, Ice Brand, Phoenix Down
Bandersnatch	899	787	347	Phoenix Down, Ore	Tent, Potion
Alexandria Castle (continued)					
Type C	623	629	336	Echo Screen, Hi-Potion	Tent, Potion
* You need only defeat either Zorn or Thorn to win the battle against the two of them.					
** You must only survive a set number of rounds against Beatrix.					
Gargan Roo					
Ralvuimago	3869-3960	0	1404	Ether	Oak Staff, Adaman Vest, Phoenix Down
Qu's Marsh (Outer Continent)					
Sahagin	1375	1368	684	Phoenix Down	Ether, Hi-Potion

MOOGLE LOCATIONS

Mocha	One of Eiko's Moogles at Maidan Sari
Moco	One of Eiko's Moogles at Maidan Sari
Chimomo	One of Eiko's Moogles at Maidan Sari
Momatose	One of Eiko's Moogles at Maidan Sari
Morrison	One of Eiko's Moogles at Maidan Sari
Mog	One of Eiko's Moogles at Maidan Sari
Mocchi	Atop the Lifa Tree
Artemicion	In Alexandria (later in Mognet Central)
Mimoza	In Oeilvert
Moel	In Star Display area of Oeilvert
Mojito	In the Rack Room of Kuja's Desert Palace
Mogsam	In the Library of Kuja's Desert Palace
Mogrika	In Esto Giza
Mogtaka	In Mount Gulug
Moolan	In Mount Gulug
Kumool	In Ipsen's Castle
Noggy	In Daguerreo
Moorock	In Branbal
Mozme	In the Maze in Pandamonium
Moss	In Mognet Central
Mogriffin	In Mognet Central
Mogreg	In Mognet Central
Mogliana	In Mognet Central





SUMMONS GUIDE

Summons... Everyone's favorite spells in the Final Fantasy universe. If you're having trouble tracking down any of them, need to know which Accessory they're attached to or just want to get to know them better, you'll find everything you need in our handy Summons list.

Ark

MP: 80 **Char:** Princess Garnet
Accessory: Pumice

Description:

Causes Shadow damage to all enemies

Where to Find:

Crafted by Hardis, the Legendary Synthesis in the Memoria Birth area

Atomos

MP: 32 **Char:** Princess Garnet
Accessory: Amethyst

Description:

Reduces all enemies' HP. Amount of damage depends on target's HP

Where to Find:

Given by Doctor Tot in Garnet's Room in the Alexandria Castle

Bahamut

MP: 56 **Char:** Princess Garnet
Accessory: Garnet

Description:

Causes Non-elemental damage to all enemies

Where to Find:

Received while talking to Beatrix at the Alexandria Dock after Mount Gulug

Carbuncle

MP: 24 **Char:** Eiko
Accessory: Ruby

Description:

Casts Reflect on all party members

Where to Find:

Given when Eiko attempts to remove the seal from the Lifa Tree

Fenrir

MP: 30 **Char:** Eiko
Accessory: Sapphire

Description:

Causes Earth damage to all enemies

Where to Find:

On the ground in the Alexandria Courtyard after the city is destroyed

ENEMY LOCATIONS

Enemy	HP	Exp	Gil	Dropped Items	Stolen Items
Pinnacle Rocks					
Seeker Bat	594	449	366	Echo Screen, Hi-Potion	Tent, Eye Drops
Zaghnol	1189	1261	546	Ether, Eye Drops	Ether, Tent, Ore
Fossil Roo					
Armodullahan*	809-821	N/A	N/A	N/A	Ether, Hi-Potion, Ore
Lani	5623-5712	N/A	N/A	N/A	Coral Sword, Gladius, Ether
Feather Circle	619	629	378	Phoenix Down	Ether, Hi-Potion, Annoyntment, Ore
Abomination	879	913	388	Annoyntment	Ether, Hi-Potion, Ore
Griffin	1470	1858	602	Peridot, Hi-Potion	Ore
* You merely incapacitate the Armodullahan by defeating it so you can gain more ground.					
Donna Plains					
Ladybug (green)*	N/A	0	0	Ether	N/A
Goblin Mage	983	913	568	Echo Screen	Ore, Potion
Cactuar	1939	4208	1021	Hi-Potion, Tent	Ether, Tent, Phoenix Down
* Give the Ladybug two Ores.					
Dead Forest					
Myconid	1372	1368	726	Echo Screen	Tent, Eye Drops
Zemzelett	1571	2093	889	Hi-Potion	Ether, Hi-Potion, Ore
Mountain Path					
Troll	1469	2093	854	N/A	Tent, Ore
Gnoll	1375	1368	691	Sapphire	Ether, Phoenix Pinion, Hi-Potion
Ochu	3568	2093	845	Phoenix Down	Ether, Phoenix Pinion, Hi-Potion
Hilgigars	8096-8125	0	2136	Elixir, Tent	Fairy Flute, Mythril Fork, Phoenix Down
Pualei Plains					
Blazer Beetle	1468	1548	740	Phoenix Down, Ether	Ether, Phoenix Pinion, Hi-Potion
Nymph (green)*	N/A	0	0	Emerald	N/A
* Give the Nymph 3 Ores.					
Lifa Tree					
Zombie	973	1445	708	Magic Tag, Soft	Ether, Tent, Magic Tag
Stroper	1840	2346	915	Peridot, Phoenix Down	Phoenix Pinion, Phoenix Down, Peridot, Soft
Dracozombie	2179	3229	941	Hi-Potion, Phoenix Down	Ether, Hi-Potion, Magic Tag
Soulcage	9721-9795	0	3800	Phoenix Pinion, Elixir	Brigandine, Magician Cloak, Oak Staff
Lucid Plains					
Yeti (brown)*	N/A	0	0	Elixir	N/A
* Give the Yeti 2 Ores.					
Madain Sari					
Scarlet Hair	8970-9132	0	4790	Tent	Poison Knuckles, Ether
Lifa Tree					
Mistodon	1473	2548	747	Peridot, Ether	Hi-Potion, Ore
Treno					
Catoblepas	3721-4048	N/A	15000	N/A	Ether, Phoenix Pinion, Hi-Potion, Soft
Kiera Desert					
Land Worm	5296	5151	1316	Ore, Phoenix Down, Hi-Potion	Phoenix Pinion, Hi-Potion, Ore
Antlion	4522	332	54	Phoenix Down	Ether, Hi-Potion, Annoyntment
Kuja's Palace					
Ogre	3300	5151	1281	Hi-Potion, Phoenix Down	Ether, Phoenix Pinion, Annoyntment
Grimlock	3292	6610	1363	Topaz, Echo Screen, Phoenix Down	Ether, Tent, Ore
Forgotten Continent					
Armstrong	4204	7150	1456	Soft, Phoenix Down	Ether, Hi-Potion, Ore
Adamantoise	3587	5096	4433	Potion, Hi-Potion, Echo Screen	Phoenix Down, Hi-Potion, Tent, Ether
Catoblepas	3727	6609	1421	Soft, Hi-Potion	Ether, Phoenix Pinion, Hi-Potion, Soft
Oilvert					
Ogre	3727	5507	1204	Hi-Potion, Phoenix Down	Ether, Phoenix Pinion, Annoyntment
Epitaph	3718-3757	0	0	Hi-Potion, Phoenix Down, Opal	Soft, Phoenix Down
Steiner	1856-1870	9913	2218	Lapis Lazuli, Opal, Hi-Potion	Lapis Lazuli, Soft
Freyja	1837-2006	9913	2218	Hi-Potion, Opal	Phoenix Pinion, Opal, Soft
Quina	1777-2090	9913	2218	Peridot, Phoenix Down	Peridot, Soft
Zidane	1857-1938	9913	2218	Amethyst, Phoenix Down	Amethyst, Soft
Vivi	1740-1924	9913	2218	Hi-Potion, Peridot, Phoenix Down	Phoenix Pinion, Peridot, Hi-Potion
Amarant	1551-2102	9913	2218	Topaz, Hi-Potion	Phoenix Pinion, Topaz, Soft
Eiko	1851-199	9913	2218	Sapphire, Hi-Potion	Ether, Sapphire, Soft
Ark	18746-20070	0	5964	Ether, Pumice Piece	Holy Lance, Power Vest, Elixir
Kuja's Desert Palace					
Torama	3292	5675	1118	Amethyst	Phoenix Pinion, Antidote
Drakan	3292	5675	1118	Phoenix Down, Sapphire	Antidote,
Valia Pira	11928-12692	0	4089	Ether, Elixir	N/A



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SUMMONS GUIDE

Ifrit

MP: 26 Char: Princess Garnet
Accessory: Topaz

Description:

Causes Fire damage to all enemies

Where to Find:

Given by Doctor Tot in Garnet's Room in the Alexandria Castle

Leviathan

MP: 42 Char: Princess Garnet
Accessory: Aquamarine

Description:

Causes Water damage to all enemies

Where to Find:

Given when Garnet revives the Eidolon at the Lifa Tree

Madeen

MP: 54 Char: Eiko
Accessory: Ribbon

Description:

Causes Holy damage to all enemies

Where to Find:

Received after Mog defeats Zorn and Thorn in Mount Gulug

Odin

MP: 28 Char: Princess Garnet
Accessory: Dark Matter

Description:

Causes KO to all enemies

Where to Find:

Buy at auction from the Treno Auction Site

Phoenix

MP: 32 Char: Eiko
Accessory: Phoenix Pinion

Description:

Causes Fire damage to all enemies, all party members KO recovery

Where to Find:

Numerous locations

Ramuh

MP: 22 Char: Princess Garnet
Accessory: Peridot

Description:

Causes Thunder damage to all enemies

Where to Find:

Given by Ramuh once Garnet passes his test at Pinnacle Rocks

Shiva

MP: 24 Char: Princess Garnet
Accessory: Opal

Description:

Causes Ice damage to all enemies

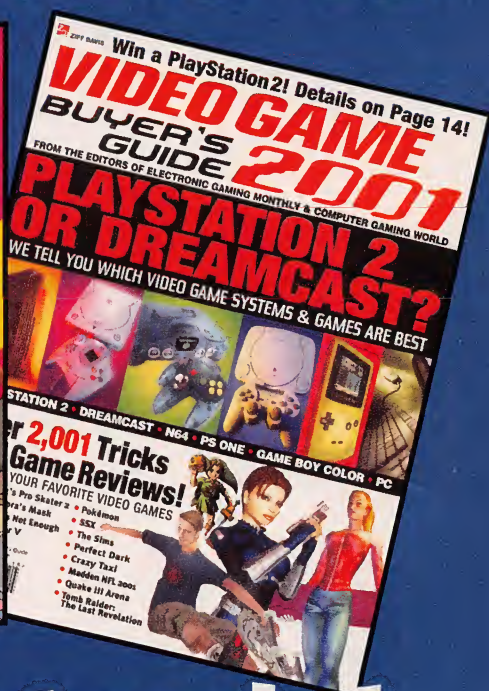
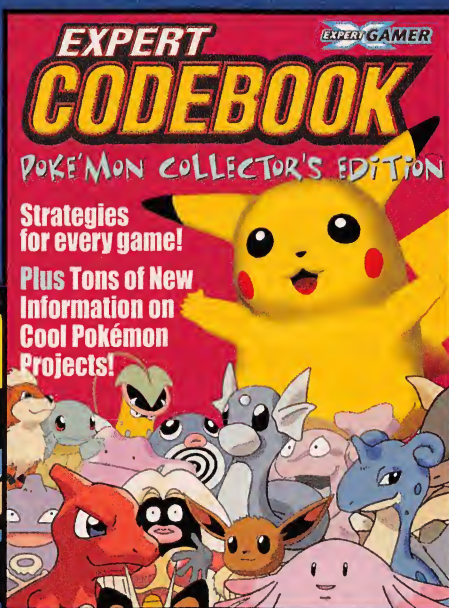
Where to Find:

Given by Doctor Tot in Garnet's Room in the Alexandria Castle

ENEMY LOCATIONS

Enemy	HP	Exp	Gil	Dropped Items	Stolen Items
Mitmakis Ice Field					
Feather Circle	N/A	0	0	N/A	N/A
Gulug Mountains					
Vepal (green)	4363	6434	3810	Hi-Potion, Echo Screen	Ether, Phoenix Pinion, Hi-Potion
Mount Gulug					
Worm Hydra	4846	8010	1345	N/A	Antidote, Hi-Potion
Wraith	4686	8480	2999	Topaz, Opal, Hi-Potion	Hi-Potion, Ore
Grenade	4685	7459	1336	Peridot	Ether, Tent, Ore
Vepal (red)	4022	6933	1326	Topaz	Ether, Phoenix Pinion, Hi-Potion
Red Dragon	8000	22377	5156	Ether, Sapphire	Elixir, Ether, Tent
Meltigemini	24225-25732	0	6428	Vaccine (2)	Demon's Vest, Golden Hairpin, Vaccine
Ipsen's Castle					
Gargoyle	6977	0	0	N/A	Ether, Phoenix Pinion, Tent, Hi-Potion
Agares	6670-7119	29460	3903	Amethyst, Sapphire, Phoenix Down	Ore, Soft, Tent
Cerberus	6977	15181	1984	Ether	Ether, Tent, Ore
Veteran	6972	15181	1971	Topaz, Phoenix Down, Ether	Phoenix Pinion, Ether, Hi-Potion
Tonberry	N/A	N/A	N/A	N/A	Ether, Phoenix Pinion, Phoenix Down, Hi-Potion
Taharka	28715-29506	0	8092	N/A	Orichalcon, Mythril Claws, Elixir
Earth Shrine					
Earth Guardian	20325-21066	0	4512	Phoenix Pinion	Rubber Suit, Avenger
Terra					
Hecteyes	9567	17096	2049	Phoenix Down, Vaccine	Phoenix Pinion, Vaccine, Hi-Potion
Ring Leader	9569	18816	1868	Amethyst	Vaccine, Echo Screen
Mover	N/A	23801	2300	Opal, Vaccine, Phoenix Down	Tent, Vaccine, Opal
Pandamonium					
Amdusias	13342-16852	26376	2316	Ether	Ether, Tent
Abaddon A	29995-30690	26396	2348	Ether	Ether, Vaccine
Shell Dragon A	25350-30342	26376	2332	Hi-Potion, Elixir	Elixir, Phoenix Down
Shell Dragon B	12661	32073	2588	Ore, Topaz	Phoenix Pinion, Tent, Vaccine, Hi-Potion
Abaddon B	12658	32073	2604	Garnet	Phoenix Pinion, Vaccine, Garnet
Malboro	11687	30579	2572	Ore	Vaccine, Ore
Silver Dragon	22346-25578	0	5240	Elixir, Wing Edge	Kaiser Knuckles, Dragon Mail, Elixir
Garland	39119-42534	0	N/A	N/A	Dark Gear, Ninja Gear, Battle Boots
Kuja	40370-46102	N/A	N/A	N/A	Light Robe, Carabini Mail, Ether
Qu's Marsh					
Quale*	71984-74984	65532	10800	Elixir, Gastro Fork	Robe of Lords, Glutton's Robe, Ninja Gear, Elixir
* Master Quayle can be fought by catching 99 frogs with Quina					
Treno					
Amdusias	5773-7710	0	0	Running Shoes	N/A
Behemoth	24123	0	0	Circlet	Phoenix Pinion
Salvage Archipelago					
Whale Zombie	3730	6609	1528	Hi-Potion, Ether	Magic Tag, Antidote
Gigan Octopus	3584	6096	1840	Phoenix Down, Hi-Potion	Ether, Phoenix Down, Eye Drops
Gimme Cat	N/A	0	0	N/A	N/A
Everlang Island					
Gimme Cat	4683	4	5000	Phoenix Down	Ether, Tent, Echo Screen
Memoria					
Nova Dragon	53340-55439	0	9506	Wing Edge	Grand Armor, Dragon Wrist, Remedy
Chimera	21901	42785	2732	Antidote, Phoenix Down, Vaccine	Remedy, Garnet, Vaccine
Ash	21591	40329	2748	Lapis Lazuli, Hi-Potion	Tent
Iron Man	21217	42996	2796	Phoenix Down (2), Sapphire	Phoenix Down
Maliris	52757-55101	0	8532	Phoenix Down, Phoenix Pinion	Masamune, Ultima Sword, Genji Armor
Tiamat	57624-59757	0	8820	Wing Edge	Grand Helm, Feather Boots, Blood Sword
Behemoth	24123	53168	2764	Echo Screen, Phoenix Down	Phoenix Pinion, Lapis Lazuli
Stilva	21906	42785	2780	Antidote, Tent, Garnet	Ether
Hardis	50402-54733	65532	9638	Elixir, Wing Edge	Robe of Lords, Battle Boots, Running Shoes, Reflect Ring
Kraken	53376-59987	0	17376	Phoenix Pinion	Glutton's Robe, Wizard Rod, Genji Helmet
Right Tentacle	8404-10713	N/A	N/A	N/A	Wing Edge
Left Tentacle	5753-10312	N/A	N/A	N/A	Elixir
Rich	52033-56668	0	8436	Phoenix Pinion	Black Robe, Siren's Flute, Genji Gloves
Crystal World					
Crystal Rich	22218	0	2828	Tent	Ore
Crystal Maliris	22535	0	2860	Ether, Phoenix Down	Phoenix Pinion, Phoenix Down
Crystal Tiamat	24127	0	2956	Remedy	Wing Edge, Ether
Crystal Kraken	23354	0	4338	Remedy	Annoyntment (2), Eye Drops
Deathguise	52777-59844	0	8916	Ether, Wing Edge	Duel Claws, Black Belt, Elixir
Trance Kuja	54824-58952	0	N/A	N/A	Rebirth Ring, White Robe, Ether
Necron	52069-61068	0	N/A	N/A	Elixir

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Official Contest and Sweepstakes Rules

Trick of the Month:

1. No Purchase Necessary: To enter, send a letter or standard size postcard with your best trick codes for any video game to "Tricks of the Trade" P.O. Box 3338, Oak Brook, IL 60522-3338, or e-mail us at: tricks@ziff-davis.com. Be sure to include your name, address, and phone number. No purchase or payment of any money is necessary to enter. One entry per household. Entries must be received by January 20, 2001. All entries become exclusive property of Sponsors and will not be acknowledged or returned.

Sponsors assume no responsibility for lost, mutilated, late, illegible, incomplete, postage-due or misdirected entries. Sponsors reserve the right to cancel this contest at any time with appropriate notice. Only one prize per family, organization or household per issue. Winning entries may be printed in *Expert Gamer* and/or EGM, however, only one prize shall be awarded.

2. Prizes: First Prize winners will have their name and trick displayed in the magazine and will receive a video game cartridge selected by Sponsor. First Prize has an approximate retail value of \$60.00. The best trick submitted by the First Prize winners will be declared the Grand Prize Winner. One Grand Prize winner will receive (in addition to the First Prize awards) one (1) GameShark. Grand Prize has an approximate retail value of \$109.95. Winners will be selected by a judging panel whose decisions are final. Winners shall be selected from all valid entries received.

Entries shall be judged on the following criteria: (i) Uniqueness (25%); (ii) Novelty (25%); (iii) Accuracy (25%); and (iv) Originality (25%). Judging to be held on or about February 1, 2001. All prize winners will be notified by mail. Prize(s) are non-transferable. No substitutions of prize(s) are allowed, except at the option of Sponsors should the featured prizes become unavailable.

3. Odds of Winning: The number of winners and the odds of winning will be determined by number of valid entries received.

4. Eligibility: Contest open to residents of United States and Canada. Void in Quebec. Non-compliance with the time parameters contained herein or return of any prize/prize notification as undeliverable will result in disqualification. Winners or their legal guardians shall sign an affidavit of eligibility/release of liability/prize acceptance within five days of receipt or forfeit prize. By acceptance of prize, winner(s) agree to the use of their name and/or likeness for purposes of advertising, trade, or promotion without further compensation, unless prohibited by law. Employees of Ziff Davis Media Inc., InterAct Accessories and their respective affiliates are not eligible.

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3338. Requests for winners lists must be received by the 15th day of next month following the on-sale date of the publication. Allow four weeks for delivery of winners list.

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7. Sponsors: This contest is sponsored by Ziff Davis Media Inc. and InterAct Accessories, Inc. ©2001 Ziff Davis Media Inc. All Rights Reserved. Printed in USA.

Letter of the Month:

1. No Purchase Necessary: To enter, send your letter to "Gamers' Forum," P.O. Box 3338, Oak Brook, IL 60522-3338, or e-mail us at: xg@ziffdavis.com. Make sure to include your name, address, and phone number. No purchase or payment of any money is necessary to enter. Entries must be received by the 10th day of the month for the next available issue of *Expert Gamer*. Sponsors assume no responsibility for lost, mutilated, late illegible incomplete, postage-due, or misdirected entries. Contest open to residents of United States and Canada. Void in Quebec.

2. Prizes: One Grand Prize winner will receive one of the following prizes at Sponsors' sole option: One (1) Quantum FighterPad for the Dreamcast; One (1) Shark Pad Pro for the N64; or One (1) Program Pad for the PlayStation. Grand prize has an approximate retail value of \$29.99 U.S. Winners will be selected by a judging panel whose decisions are final. Winners shall be selected from all valid entries received. Entries shall be judged on the following criteria: (i) Originality (50%); and (ii) Topic (50%). Judging to be held on or about the 15th day of each month. All prize winners will be notified by mail. Prize(s) are non-transferable. No substitutions of prize(s) are allowed, except at the option of Sponsors should the featured prizes become unavailable. The odds of winning will be determined by number of valid entries received. Void where prohibited or restricted by law. All federal, state and local regulations apply. FOR AN OFFICIAL COPY OF THE RULES, SEND A SELF-ADDRESSED STAMPED ENVELOPE TO: "LETTER OF THE MONTH CONTEST RULES," P.O. Box 3338, Oak Brook, IL 60522-3338.

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Game Over:

No Purchase Necessary: To enter, identify the game from the screen shot provided and mail your answer on a standard-sized postcard containing your name, address and phone number to "Game Over Sweepstakes: Issue #79" P.O. Box 3338, Oak Brook, IL 60522-3338. No purchase or payment of any money is necessary to enter. All entries must be handwritten. Mechanically reproduced copies will not be accepted. Entries must be received by January 20, 2001. All entries become exclusive property of Ziff Davis Media Inc. and will not be acknowledged or returned. Ziff Davis Media Inc. assumes no responsibility for lost, mutilated, late, illegible, incomplete, postage-due or misdirected entries.

2. Prizes: Three Grand Prizes: Grand Prize winners will receive one (1) Expert Gamer T-shirt (approx. retail value \$20). Winners will be determined by a random drawing from all valid entries containing the correct answers by Ziff Davis Media Inc. whose decisions are final. Drawing to be held on or about February 1, 2001. All prize winners will be notified by mail. Prize(s) are non-transferable. No substitutions of prize(s) are allowed, except at the option of Ziff Davis Media Inc. should the featured prizes become unavailable.

3. Odds of Winning: The number of winners and the odds of winning will be determined by number of valid entries received.

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Game Over

JANUARY 2001

Scenario Three

GOTTERDAMMERUNG

About This Mission: The last mission starts off slowly, with only a couple of guards. Kill them, then the trouble will begin. This level will require a little patience and a lot of skill. The alcove opposite the heavy machine gun will spawn enemies like crazy. It may seem tempting to light up everyone who pops out with the heavy weapon, but the enemies that emerge next to the train will drill you. Avoid using the big gun, as it makes you vulnerable to Bazookas and Grenades. The sandbag barricade hides enough Health and ammo to max out your capacity, so make the run here if you need to.

01 Launch the Sabotaged V2: Make your way to the bunker and toss a couple of Grenades inside to clear out the pesky scientist. Hit the controls and the V2 rocket will come crashing down on the installation. Congratulations! Your part of this campaign is now over.



Don't man the Heavy Machine Gun or you'll get pasted.



Trigger the V2 Rocket and the missile will take care of things.

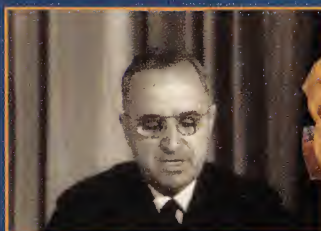


MEDAL OF HONOR

Mission Completed: Your final mission was to sabotage Germany's V2 missile plant. To do this, you had to wire one of the V2 rockets to fall back to the launch facility after it deployed. Fortunately, you were able to survive the explosion from a position within a heavily fortified bunker. Because of your bravery and skill, Germany lost the one weapon which could have turned the war back in its favor. Within days of the V2 missile plant's destruction, Germany's surrender was announced to the world, thus bringing one of the bloodiest wars in history to a close.

VICTORY!

Your mission is completed.
Good job, soldier!



It's announced over the telecast that Germany has surrendered!



Germany's rocket plant goes up in a massive explosion.



GUESS THE GAME ENDING AND WIN!

Have we made the last couple contests too hard? You've got us wondering if you're expert gamers or, well...you've just got us wondering, OK? Give this next one a try—it's not too bad! Guess the game at the right—and win one of three *Expert Gamer* T-shirts! Make sure we have your entries no later than February 20, 2001! Send entries to Game Over #79 c/o Expert Gamer, P.O. Box 3338, Oak Brook, IL 60522-3338.

EXPERT GAMER

RADICAL DUDE!!
15000 PTS



HI- 173500
1P- 173500
2P- 00
TIMER 3:27
ROUND 8-15
1 x6

CLUE: This radical kid sure could whip some butt in this early (and funky) NES game.

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Have you ever dreamed of owning the ultimate gaming rig or home theater system? Here is your opportunity!! If you win, we give you a budget and you go on a shopping spree. Tailor your package exactly how you want it. We do not want to pick your prizes for you. You get what you want. The packages described below are examples of what you could buy with your winnings.

CONTEST 1 - VIDEO GAMES

Sony Playstation 2, Sega Dreamcast, PS1, and GameCube. Get all four or trade what you don't want for cash. Options include plenty of games, Xbox, Gameboy Advance, accessories and 36" monitor. Base prize package value \$1400.

CONTEST 2 - COMPUTER

700 MHz, 128 mb RAM, 27 gig hard drive, 8X DVD-ROM, CD-RW drive, modem and 17" monitor. Options include software and accessories. Base prize package value \$2600.

CONTEST 3 - HOME THEATER

60" big screen, 100 watt receiver with Dolby Pro Logic Surround Sound, DVD, 200 CD changer, dual tape, HI-FI VCR and tower speakers. Options include Sattelite TV and camcorder. Base prize package value \$7475.

Make It Happen. All this and more could be yours. In these contests everyone starts out equal. There is no luck involved. You win the prizes by outscoring other players in games of skill. Begin your journey by solving the puzzle below. If you stick it out till the end and have the highest score, you go on a shopping spree and we foot the bill. This first puzzle is easy but it gives you an idea of how the contests work. You will receive full information when you enter. You have been given the opportunity to live your dream. Are you up to it?

Future Puzzles. For each contest you enter, you will receive by mail, four more puzzles at \$2 each and a tie-breaker at \$1. You have three weeks to solve each puzzle. We can not predict the number of entries for each phase. Typically 59% attain the highest score in

phase 1, 47% in phase 2, 39% in phase 3 and 34% in phase 4. The winner will have the highest score after the tie-breaker. Each contest has its own tie-breaker. In the unlikely event that players are still tied, they will split the value of the package they are playing for.

Directions. Follow the directions below to fill in the puzzle. Check the boxes on the entry form to specify the contests you are entering. Add up the entry fees and send that amount with the entry form to the address below. Remember, you can't win if you don't enter. Only one entry per person. Prize totals are described below puzzle. **All entries must be post marked by JULY 25, 2001. ALL ENTRY FEES MUST BE PAID IN U.S. FUNDS ONLY. WE WILL NOT ACCEPT CANADIAN CHECKS.**

PRIZE PUZZLE

WORD LIST

TOWER - P	LEGAL - Y
EARTH - X	EMPTY - V
WORLD - U	WATER - T
SPACE - W	COAST - A
HAPPY - O	FIELD - B
SHARE - Z	BLADE - D

		T			
H	A	P	P	Y	O
	L				
			S		
				L	

SECRET WORD →

SECRET WORD CLUE:

What comes after yesterday but before tomorrow?

DIRECTIONS

Fill in the puzzle with the correct words going across. Transfer each word's corresponding letter to the line at the end. This should spell the secret word going down. HINT: Read the secret word clue.

ENTER ME IN THE FOLLOWING CONTESTS:

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102

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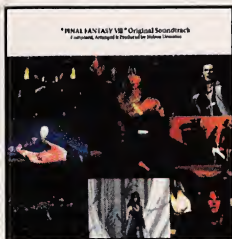
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Clip This Order Form And Mail It

Value of prize packages as follows: Video Game package \$1400 base prize, bonus options \$2350, cash options \$1250. Computer package \$2600 base prize, bonus options \$2850, cash options \$1250. Home theater package \$7475 base prize, bonus options \$6375, cash options \$1250. For any questions e-mail us at elation@uswest.net. or call us at 952-826-0033.



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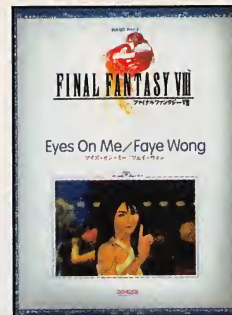
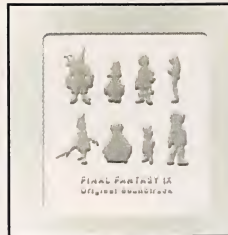
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February 2001

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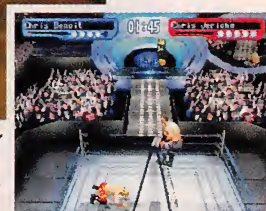
The hits just keep on coming, or something like that, as XG rolls on into 2001. First, we'll bust out Jet Grind Radio, Sega's must-have hybrid of skating and mayhem. Get the tag locations and stay away from the fuzz, all courtesy of XG. Speaking of the fuzz, we'll also be

showing you how to outrun and out-drive the po-lice in Driver 2 for the PlayStation. Still not enough, eh? OK, we'll toss in blockbuster guides for Banjo-Tooie, Capcom vs. SNK and SmackDown 2: Know Your Role. We think the phrase is... 'nuff said.

Feature Story



In Banjo-Tooie, you'll most certainly need our guide to find all of the Jiggys, Jinjos and Book Pages. If you're stuck in this mammoth game, we'll give you the strategies you need to get through.



Expert Gamer will show you how to lay the most hurt down on your opponents with an in-depth guide.

Feature Story



PlayStation 2 and the X-Box will collide head-on. Which system will win? EGM will keep you up-to-date with the latest information.



Get a closer look at Namco's Klonoa 2 for the PlayStation 2. Does this game live up to the hype or not?

ELECTRONIC GAMING MONTHLY™

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February 2001

Old franchises don't die easily. In fact, they're resurging with a vengeance on the PS2. Games such as WipeOut, Tomb Raider, Twisted Metal, Tekken and Ridge Racer had lost some of their luster. We're going to show you how and why they're making a run to regain

their glory. Everything old is indeed new again. Also, in the spirit of the elections, we urge you to support your favorite games by picking up the next issue so you can get that coveted ballot for EGM's Reader's Choice Awards. Cast your choice in gaming history.

OFFICIAL U.S. PlayStation™ MAGAZINE

February 2001

On sale January 16

The focus is this month is Zone of the Enders, the first game by Metal Gear's creator, Hideo Kojima. OPM will give you an exclusive look at the workings of this incredible sci-fi epic. Also, we'll bring you the latest news on the PS2 with an early look at titles like Silent Hill 2, Dark Cloud, The Getaway and The

Devil May Cry. If you think the PS2 is hot now, you haven't seen anything yet. And for those of you who are eagerly awaiting the next installment of the Demo Disc, you won't be disappointed. We've got hot titles like Crash Bash, Cool Boarders and Star Wars Demolition all set to be played.

Feature Story



ANOTHER HUGE DEMO DISC!

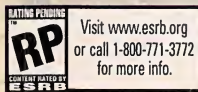
PLAYABLES

- Crash Bash
- Spyro: Year of the Dragon
- Cool Boarders
- You Don't Know Jack 2

NON-PLAYABLES

- N/A

∞ Born of different worlds,
woven together by fate, each shall rise
to face their destiny. ∞



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"The level of detail paid to every single moment, circumstance and environment is overwhelming."

Official Dreamcast Magazine

"...undeniably the prettiest role-playing game ever to grace a console."

www.dailyradar.com

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"Grandia II is easily the most impressive next-generation RPG we've seen, and the first true RPG epic for a next-generation console."

www.thegia.com

"Take a new look at what is surely the best-looking RPG yet on a next-generation console..."

Gamer's Republic Online

"...set to give sub-par developers a lesson in how to do a DC RPG right."

GameFan Magazine

"Any RPG fan would be insane to miss out on this fantastic gameplay experience and it could go far in converting those who previously rode the RPG fence."

GamerWeb.com

"If you want your copy of Grandia 2 this holiday season, don't expect Santa's little elves to make you a special copy, pre-order it now or you may not get it until late January."

www.GA-Console.com

Critically acclaimed and over 2 years in the making, Grandia™ II arrives December 2000.

designs by Katsumi Aizaki and Masashi Hazama. Ubi Soft Entertainment and the Ubi Soft logo are registered trademarks of Ubi Soft, Inc.



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 Dreamcast™

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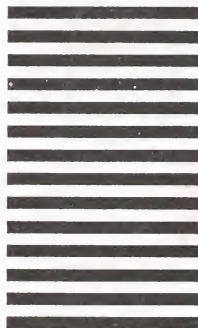
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